

PRIMA'S OFFICIAL STRATEGY GUIDE

COVERS ALL VERSIONS,
INCLUDING GAME BOY® ADVANCE

The Sims BUSTIN' OUT



This game has received the following rating from the ESRB



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Prima's Official Strategy Guide

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INTRODUCTION

INTRODUCTION

SURE YOUR SIMS MARCH OFF TO WORK EVERY DAY, BUT OTHER THAN THAT THEY'RE THE ORIGINAL HOMEBODIES. WELL, THEY *WERE* HOMEBODIES. NOW, WITH THE RELEASE OF *THE SIMS BUSTIN' OUT*, THERE ARE SO MANY PLACES TO GO AND THINGS TO DO, YOU CAN HARDLY KEEP THEM AT HOME.

THIS GUIDE WILL INTRODUCE YOU TO ALL THERE IS TO KNOW ABOUT THE SIMS AND THEIR NEW EXPANDED WORLD. YOU'LL FIND EVERY ASPECT OF THE GAME ENLARGED AND EXPLODED IN SCALE—FROM THE DIZZYING CATALOG OF OBJECTS TO THE MASSIVE SLATE OF COOL SOCIAL INTERACTIONS, THE INCONCEIVABLY LARGE ARRAY OF APPEARANCE OPTIONS TO THE ALL NEW COLLECTION OF CAREER PATHS. YOU'LL FIND IT ALL COVERED IN THE PAGES OF THIS GUIDE.

SO EXPANSIVE IS *SIMS BUSTIN' OUT* THAT IT'S ACTUALLY TWO TOTALLY DIFFERENT GAMES: ONE GAME FOR GAME CONSOLES (XBOX, PLAYSTATION 2, AND GAMECUBE) AND ONE FOR NINTENDO GAME BOY ADVANCE.

THIS STRATEGY GUIDE IS DIVIDED INTO SEVERAL PARTS.

*** PART 1: "MY LIFE AS A SIM."**

COVERS THE BASIC GAMEPLAY AND STRATEGIES FOR PLAYING *THE SIMS BUSTIN' OUT* IN EITHER MODE, INCLUDING CREATE-A-SIM, MOTIVES, SOCIAL INTERACTIONS, NPCs, OBJECTS, CAREERS, AND BUILD MODE. POINTS OUT WHERE BUST OUT MODE DEVIATES FROM THIS BASIC MODEL.

*** PART 2: "BUST OUT MODE."** BREAKS DOWN THE GAMEPLAY STRUCTURE AND WALK THROUGHS OF EVERY HOUSE AND OBJECTIVE IN BUST OUT MODE. INCLUDES ALL HOUSE OBJECTIVES AND THE THINGS THEY UNLOCK.

*** PART 3: "THE SIMS BUSTIN' OUT FOR GAME BOY ADVANCE AND GAMECUBE SPECIAL FEATURES."** COVERS EVERY ELEMENT OF THE GAME BOY ADVANCE VERSION OF *THE SIMS BUSTIN' OUT*, INCLUDING MOTIVES, SKILLS, JOB MINIGAMES, AND A WALKTHROUGH OF THE ENTIRE ADVENTURE.



Part 1:

MY LIFE AS A SIM:

Everything You Need to Know about Sim Life (Console Version)

THE KEY TO PLAYING *THE SIMS BUSTIN' OUT*, AS WITH ANY *THE SIMS* GAME, IS UNDERSTANDING HOW THE SIMS FUNCTION. WHAT MAKES THEM TICK? HOW DO THEY MAKE THEIR OWN DECISIONS? WHAT CAN YOU DO TO CONTROL THEM? HOW CAN YOU SET UP THEIR ENVIRONMENT TO MAXIMIZE THEIR TIME? WHAT DO THEY NEED TO GET AHEAD IN LIFE?

FOR PLAYERS OF THE XBOX, PLAYSTATION 2, AND GAMECUBE, YOU'LL FIND ALL THE INFORMATION YOU NEED IN THIS GUIDE. (GAME BOY PLAYERS, SEE PART 3.) THIS PART DETAILS ALL THE UNDERLYING PLUMBING THAT DRIVES YOUR SIMS IN BOTH "BUST OUT" AND "FREE PLAY" MODES.

***CREATE-A-SIM:** THIS DETAILS THE INS AND OUTS OF CHOOSING YOUR SIM'S LOOK AND FEEL AND ESTABLISHING BASIC PERSONALITY.

***MOTIVES:** FIVE BASIC FORCES DRIVE YOUR SIM'S OVERALL HAPPINESS, AND YOU HAVE TO PAY ATTENTION TO THEM ALL. KNOWING HOW THESE NEEDS WORK AND THE MOST EFFICIENT WAY OF MEETING THEM WILL PUT YOU ATOP THE "BUSTIN' OUT" HEAP.

***OBJECTS:** IN MOST CASES, HOW WELL YOU MEET YOUR NEEDS OR MOTIVES DEPENDS ON THE OBJECTS YOUR SIMS PURCHASE. THIS SECTION EXPLAINS HOW OBJECTS WORK AND OFFERS A DIRECTORY OF EVERY LAST ONE.

***SOCIAL INTERACTION:** LEARN HOW SOCIAL INTERACTION LEADS TO FRIENDSHIPS, LOVE, AND CAREER SUCCESS.

***YOUR FELLOW SIMS:** FIND ALL THE DETAILS OF THE NON-PLAYER CHARACTER (NPC) SIMS THAT INHABIT *THE SIMS BUSTIN' OUT*, INCLUDING THEIR PLACE OF RESIDENCE, PERSONALITY PROFILE, SIGNATURE INTERACTIONS, UNLOCKABLES, INTERESTS, AND BEFRIENDING STRATEGIES.

***CAREER TRACKS:** THE GAME (ESPECIALLY BUST OUT MODE) IS ALL ABOUT MASTERING THE CAREER WORLD. THIS SECTION DETAILS WHAT EACH JOB ENTAILS, HOW THE CAREERS SYSTEM WORKS, AND WHAT YOU MUST DO TO ADVANCE IN EVERY TRACK.

***BUILDING A HOME:** WHEN THE HOUSE YOU'RE GIVEN ISN'T GOOD ENOUGH, OR YOU WANT TO BUILD A MONUMENT TO YOUR OWN SIM GREATNESS, KNOWING HOW TO USE BUILD MODE IS THE FIRST STEP. THIS SECTION TEACHES YOU HOW TO KEEP YOUR DREAM HOME FROM BECOMING A MONEY PIT.

A Whole New You:

CREATE-A-SIM IN ACTION

YOUR FIRST TASK AS A NEW *THE SIMS BUSTIN' OUT* PLAYER IS TO BUILD YOUR SIM. THE TOOLS IN THIS PART ARE ABOUT MORE THAN JUST GETTING THE RIGHT NOSE OR SHOE COLOR. THE DECISIONS YOU MAKE HERE AFFECT EVERY MAJOR MOMENT WITH YOUR SIM AND MAKE LIFE EASIER OR MORE DIFFICULT IN A VARIETY OF SITUATIONS.

Naming and Appearance



THE NAMING SCREEN

THE FIRST SEVERAL STEPS IN SIM CREATION ARE GIVING YOUR SIM A NAME AND FINE-TUNING PHYSICAL APPEARANCE AND CLOTHING. THESE DECISIONS PLAY A MASSIVE ROLE IN HOW YOU EXPERIENCE THE GAME BUT, WITH TWO EXCEPTIONS, HAVE NO IMPACT ON THE GAME. DO WHATEVER FEELS RIGHT TO YOU.



THE MAIN CREATE-A-SIM MENU

THE FIRST EXCEPTION IS GENDER. THE SEX OF YOUR SIM DICTATES WHAT OTHER SIMS HE OR SHE CAN MARRY. IF THERE'S A PARTICULAR NPC SIM YOU WANT TO MARRY, YOU MUST DESIGN YOUR SIM TO BE THE RIGHT GENDER.



YOU MAY ONLY PLAY AS A CHILD IN FREE PLAY MODE. BUST OUT MODE IS FOR ADULTS ONLY.



THE PERSONAL MENU IS WHERE YOU SET YOUR SIM'S AGE, GENDER, AND PERSONALITY TRAITS.

THE SECOND EXCEPTION IS WHETHER YOUR SIM IS AN ADULT OR A CHILD. PLAYING AS A CHILD VERSUS AN ADULT BOTH CLOSES AND OPENS VARIOUS AVENUES IN THE GAME. THERE ARE MANY THINGS KIDS CAN'T DO (DRINK COFFEE, FALL IN LOVE, ETC.), BUT THERE ARE MANY THINGS ONLY THEY CAN DO.

CREATE-A-SIM IN ACTION

Appearance: The Body and Head Menus



THE BODY AND HEAD MENUS ARE WHERE YOU FINE-TUNE YOUR SIM'S LOOK.

YOUR SIM'S FUNDAMENTAL APPEARANCE CAN BE SET IN THE BODY AND HEAD MENUS. NOTE THAT THOUGH CLOTHING CAN BE CHANGED EACH TIME YOU LOAD A SAVED GAME, BASIC PHYSICAL CHARACTERISTICS CAN'T.



IN BOTH BODY AND HEAD MENUS, YOU CAN ROTATE YOUR SIM TO GET A BETTER ANGLE OR LOOK WITH THE ZOOM/ROTATE CONTROL.

Unlockable Fashion Options

IN BUST OUT MODE, MEETING AN NPC FOR THE FIRST TIME UNLOCKS A NEW APPEARANCE ITEM (OR ITEMS) ASSOCIATED WITH THAT SIM. IT CAN BE AN NPC SIM'S SUIT, HAT, OR HAIRSTYLE.



UNLOCKED FASHION OPTIONS SPORT A PADLOCK ICON TO INDICATE THEIR STATUS.

THOUGH THEY AREN'T AVAILABLE THE FIRST TIME YOU BEGIN BUST OUT MODE, THESE NEW ITEMS CAN BE USED TO CREATE NEW SIMS IN FREE PLAY MODE OR CHANGE YOUR SIM'S APPEARANCE WHENEVER YOU LOAD YOUR SAVED GAME.

The Power of Personality

EACH SIM IS DEFINED AND RULED BY THE CHOICES YOU MAKE IN DEFINING HIS OR HER PERSONALITY.

Personality Trait Impacts

TRAIT	MOTIVE DECAY INCREASE	SKILL ACCELERATED (OBJECT)	RAISE MAX FUN VALUE	TV CHANNEL (INCREASE MAX FUN VALUE)
NEAT	NONE	NONE	No	NONE
MESSY	NONE	NONE	No	NONE
OUTGOING	SOCIAL	CHARISMA (ALL MIRRORS)	Yes	ROMANCE
SHY	NONE	MECHANICAL (ALL BOOKSHELVES)	No	NONE
ACTIVE	NONE	BODY (BASIC EXERCISE MACHINE AND SWIMMING POOL ONLY)	Yes	ACTION
LAZY	COMFORT	NONE	No	NONE
PLAYFUL	FUN	CREATIVITY (EASEL AND PIANO ONLY)	Yes	CARTOON
SERIOUS	NONE	NONE	Yes	NONE
NICE	NONE	NONE	No	NONE
GROUCHY	NONE	MECHANICAL (ALL BOOKSHELVES)	Yes	HORROR

IN *THE SIMS BUSTIN' OUT*, A SIM'S PERSONALITY CONSISTS OF FIVE FACETS, EACH A CONTINUUM BETWEEN TWO OPPOSITE EXTREMES.

- *NEAT/MESSY
- *OUTGOING/SHY
- *ACTIVE/LAZY
- *PLAYFUL/SERIOUS
- *NICE/GROUCHY

YOU HAVE 25 POINTS TO DISTRIBUTE BETWEEN THESE FIVE TRAITS. THIS LIMITED NUMBER MEANS YOU MUST CHOOSE WHICH PARTS OF YOUR SIM'S PERSONALITY ARE IMPORTANT.



JUST BECAUSE A TRAIT IS NEGATIVE DOESN'T MEAN IT CAN'T BE DESIRABLE. SHY SIMS, FOR EXAMPLE, HAVE A HARDER TIME MAKING FRIENDS.

HOWEVER, THEIR SOCIAL MOTIVE DECAYS MORE SLOWLY, MEANING THAT THEY DON'T HAVE TO INTERACT WITH OTHER SIMS AS MUCH. LAZY SIMS ORAVITATE TOWARD LOW-IMPACT FUN ACTIVITIES, MEANING THEIR ENERGY DEPLETES MORE SLOWLY THAN ALWAYS-ON-THE-GO ACTIVE SIMS.

THE NUMBER OF POINTS YOU ASSIGN TO EACH TRAIT CAN BE GENERALIZED INTO THREE CATEGORIES, DEPENDING UPON WHETHER A SIM'S TRAIT IS NEGATIVE (1-3), BALANCED (4-7), OR POSITIVE (8-10).

Neat/Messy

THE NUMBER OF POINTS ASSIGNED TO THIS TRAIT DICTATES YOUR SIM'S AUTONOMOUS TENDENCY TOWARD TIDINESS. WHEN LEFT TO THEIR OWN DEVICES, SIMS TEND TO THE FILTH AROUND THEM IN ACCORDANCE WITH THEIR NEATNESS. THE HIGHER THE NUMBER OF POINTS, THE MORE INITIATIVE THEY TAKE TO CLEAN UP AFTER THEMSELVES AND (AS THE POINTS REACH THE TOP) THOSE AROUND THEM.

- ***MESSY (1-3 POINTS):** MESSY SIMS RARELY CLEAN UP MESSES. THEY'RE ACTUALLY MORE PRONE TO MAKING MESSES.
- ***BALANCED (4-7 POINTS):** BALANCED SIMS USUALLY CLEAN UP AFTER THEMSELVES (THOUGH NOT ALWAYS) AND OCCASIONALLY PICK UP AFTER OTHERS IF IT DOESN'T TAKE ANY EXTRA EFFORT.
- ***NEAT (8-10 POINTS):** NEAT SIMS SPEND MUCH OF THEIR VALUABLE TIME CLEANING ANY MESS IN SIGHT AND RARELY SULLY THEIR HOUSES THEMSELVES. THEY ALWAYS WASH THEIR HANDS AND SCRUB ANY DIRTY DISHES. THE TOILET IS ALWAYS FLUSHED, SPARKLING, AND UNCLOGGED, AND THERE AREN'T ANY STRAY PUDDLES ON THE FLOOR. ALAS, THEY PROBABLY DON'T HAVE MUCH TIME FOR ANYTHING ELSE.

Strategy

NEATNESS IS THE MOST EASILY SACRIFICED TRAIT. YOU COULD DROP IT TO ZERO WITHOUT AFFECTING YOUR SIM'S ABILITY TO LIVE EFFECTIVELY. SINCE THIS TRAIT IS MOSTLY CONCERNED WITH SIMS' AUTONOMOUS BEHAVIOR, MAKING MESSY SIMS ACT NEAT IS SIMPLY A MATTER OF DIRECTING THEM TO CLEAN THINGS. CLEANING IS TIME CONSUMING, SO THE BEST COURSE MIGHT BE TO HIRE A MAID.

Outgoing/Shy

YOUR SIM'S ABILITY TO SOCIALIZE IS HEAVILY RULED BY THIS TRAIT. THE MORE OUTGOING A SIM IS, THE MORE HIGH-POWERED INTERACTIONS ARE AVAILABLE, AND THE FASTER THAT SIM MAKES FRIENDS.

- ***SHY (1-3 POINTS):** SHY SIMS HAVE FEWER SOCIAL INTERACTIONS AVAILABLE TO THEM; THEY CAN'T INITIATE INTIMATE INTERACTIONS EASILY AND LIKELY REJECT THEM FROM OTHERS. TO GET ROMANCE, MAKE SURE THE OTHER SIM IS OF A COMPATIBLE PERSONALITY (SEE "ZODIAC SIGNS AND PERSONALITY" LATER IN THIS SECTION). ON THE UPSIDE, SHY SIMS REQUIRE LESS SOCIAL INTERACTION THAN OUTGOING ONES TO FEED THEIR MOTIVES.
- ***BALANCED (4-7 POINTS):** BALANCED SIMS ARE NOT WORLD-CLASS SOCIAL BUTTERFLIES BUT AREN'T SHRINKING VIOLETS EITHER. THEY DON'T HAVE THE ADVANTAGES THAT COME TO OUTGOING SIMS BUT

DON'T SUFFER THE DRAWBACKS FELT BY SHY SIMS.

- ***OUTGOING (8-10 POINTS):** OUTGOING SIMS CAN MAKE FRIENDS QUICKLY BUT NEED MORE INTERACTION TO KEEP THEIR SOCIAL MOTIVE UP (DECAY IS ACCELERATED). OUTGOING SIMS GET MORE FUN OUT OF THINGS LIKE USING THE HOT TUB AND WATCHING THE ROMANCE CHANNEL ON TV, AND THEY EARN CHARISMA POINTS FROM CERTAIN ITEMS AT A FASTER RATE.



IF A VERY OUTGOING SIM IS THE FIRST ONE INTO THE HOT TUB, HE OR SHE WILL GO IN WITHOUT A BATHING SUIT. ALL OTHER SIMS WILL (REGARDLESS OF OUTGOING SCORE) FOLLOW THE LEAD AND STRIP TOO. AN OUTGOING SIM'S LACK OF MODESTY ALSO PAYS OFF IN THE BATHROOM. IF A HIGH OUTGOING SIM IS USING THE TOILET WHEN ANOTHER SIM WALKS IN, THE OUTGOING SIM WON'T QUIT USING THE TOILET. THIS IS MORE VALUABLE THAN YOU'D THINK.

Strategy

DESPITE THE BENEFITS OF SHYNESS, IT'S USUALLY A GOOD IDEA TO MAX OUTGOING. YOU NEED TO INTERACT A LOT MORE, BUT YOU SHOULD HAVE NO TROUBLE MAKING FRIENDS (ESPECIALLY IF NICE IS HIGH TOO). SINCE THE NAME OF THE GAME IN BUST OUT MODE IS CAREER ADVANCEMENT, THE ABILITY TO MAKE FRIENDS QUICKLY IS CRUCIAL.

Active/Lazy

THIS CONTINUUM AFFECTS WHAT KINDS OF THINGS SIMS FIND FUN, HOW THEY EXPERIENCE COMFORT, AND HOW FAST THEY ACHIEVE BODY SKILL POINTS. THERE ARE ALSO SEVERAL SIDE EFFECTS TOO.

- ***LAZY (1-3 POINTS):** LAZY SIMS GET MORE FUN OUT OF SEDENTARY ACTIVITIES LIKE WATCHING TV, NAPPING ON SOFAS OR COUCHES, AND LOUNGING IN THE HOT TUB. THEY ALSO TEND TOWARD THESE ACTIVITIES IF LEFT TO THEIR OWN DEVICES. UNFORTUNATELY, THE LOWER THE SCORE, THE MORE TIME IT TAKES FOR A SIM TO GET OUT OF BED. ANOTHER DOWNSIDE IS LAZY SIMS' LACK OF PHYSICAL CONDITIONING MEANS THAT THEIR COMFORT MOTIVE DROPS FASTER THE LOWER THEIR SCORE.
- ***BALANCED (4-7 POINTS):** THE MIDRANGE IN THIS ATTRIBUTE MEANS A NORMAL DECAY OF COMFORT AND AN EQUAL TENDENCY TOWARD PHYSICAL AND NON-PHYSICAL FUN OBJECTS. THIS IS A GOOD MEDIUM BECAUSE IT ALLOWS SIMS TO ENGAGE IN ALL SORTS OF FUN ACTIVITIES, GIVING THEM MORE FLEXIBILITY.
- ***ACTIVE (8-10 POINTS):** ACTIVE SIMS AUTONOMOUSLY GRAVITATE TOWARD PHYSICAL FUN ACTIVITIES (PLAYING BASKETBALL, FOR EXAMPLE) RATHER THAN THE MORE RELAXED PURSUITS. THE MAXIMUM FUN THEY CAN GET FROM THESE OBJECTS RISES WITH THEIR NUMBER OF ACTIVE POINTS. THEY ALSO GET HEIGHTENED FUN FROM WATCHING THE ACTION CHANNEL ON TV. HIGH ACTIVE

CREATE-A-SIM IN ACTION

ALSO SLOWS THE DECAY OF COMFORT, SPEEDS THE ACQUISITION OF BODY SKILL POINTS, AND EARNS FUN WHILE INTERACTING WITH BODY SKILL OBJECTS (LIKE WORKOUT EQUIPMENT).

Strategy

ACTIVE IS ALSO (LIKE NEAT) ONE OF THE TRAITS YOU CAN REDUCE FOR THE SAKE OF YOUR FRIEND-MAKING ATTRIBUTES (OUTGOING, NICE). YOU PAY A PRICE FOR HAVING A LAZY SIM. WAKE-UP TIME IS A PROBLEM, AND IT'S A PITY NOT TO BE ABLE TO MULTITASK FUN AND BODY SKILL.

YOU MUST ALSO BE MORE MINDFUL OF YOUR COMFORT. BUT IF YOU HAVE TO SKIMP SOMEWHERE, ACTIVE IS THE PLACE.

Playful/Serious

ALONGSIDE ACTIVE, PLAYFUL/SERIOUS DETERMINES WHICH FUN ACTIVITIES YOUR SIM GRAVITATES TOWARD AND FULLY ENJOYS. IT ALSO, LIKE OUTGOING, DICTATES THE AVAILABILITY AND REACTION TO SEVERAL INTERACTIONS, PARTICULARLY SILLY INTERACTIONS LIKE JOKES, FINGER PULLING, ETC.

ON THE DOWNSIDE, PLAYFUL SIMS NEED CONSTANT FUN; THE MOTIVE ACTUALLY DEGRADES MORE QUICKLY THAN FOR MORE SERIOUS SIMS.

***SERIOUS (1-3 POINTS):** SERIOUS SIMS LIKE THEIR FUN TOO BUT IN A QUIETER WAY. THEY PREFER READING AND PLAYING CHESS TO MORE FRIVOLOUS PURSUITS (VIDEO GAMES, SPORTS, ETC.). AS SUCH, THEY GRAVITATE TOWARD MORE SOLEMN FUN OBJECTS AUTOMATICALLY AND RECEIVE A RAISED FUN MAXIMUM WHEN USING THEM. THEY DON'T TAKE WELL TO JOKING AND TEASING INTERACTIONS, SO CHECK AN NPC SIM'S PLAYFUL/SERIOUS SCORE BEFORE DOING ANYTHING SILLY.

***BALANCED (4-7 POINTS):** BALANCED SIMS DON'T SUFFER THE ACCELERATED FUN DECAY OF HIGH PLAYFUL SIMS, CAN ENGAGE IN AND ENJOY MOST SOCIAL INTERACTIONS, AND ARE EQUALLY ATTRACTED TO ALL FORMS OF FUN. THEY DON'T GET A SIGNIFICANT BOOST IN FUN MAXIMUM FOR ANY OBJECT OR ACQUIRE CREATIVITY AT A SLIGHTLY HEIGHTENED SPEED.

***PLAYFUL (8-10 POINTS):** HIGH PLAYFUL SIMS ARE GREAT PARTIERS, BUT THEY CAN'T ABIDE NOT HAVING FUN, AS IT DECAYS MORE QUICKLY THAN FOR OTHER SIMS. KEEP THEM STIMULATED WITH GOOFY AND CASUAL FUN OBJECTS (AND WATCHING THE CARTOON CHANNEL ON TV), AND THEY'LL GET MORE THAN THE USUAL MOTIVE BOOST FROM THEM. THEIR FUN LOVING EXTENDS TO SOCIAL INTERACTIONS, FULLY ENJOYING THE CRAZY AND CRUDE.

Strategy

THOUGH THERE ARE CERTAIN BENEFITS TO A SERIOUS SIM, CONSIDER SETTING PLAYFUL/SERIOUS NO LOWER THAN 5. A BALANCED SIM RECEIVES MANY OF THE BENEFITS OF BOTH EXTREMES WITHOUT THE DRAWBACKS OF THE TRULY PLAYFUL. GOING HIGHER MIGHT BE WORTHWHILE IF YOU WANT TO MAKE FRIENDS EASILY.

Nice/Grouchy

NICE IS AN EXTREMELY IMPORTANT TRAIT FOR SOCIAL INTERACTION.

***GROUCHY (1-3 POINTS):** IT'S DIFFICULT TO MAKE FRIENDS WITH GROUCHY SIMS; THEY DON'T REACT WELL TO PLEASANTRIES AND TEND TO LASH OUT WITH DISAGREEABLE INTERACTIONS. YOU WON'T FIND MANY AGREEABLE INTERACTIONS AVAILABLE TO YOU IF YOUR SIM IS CRUEL, AND THAT MEANS SLOW CAREER ADVANCEMENT. ON THE LONE UPSIDE, GROUCHY SIMS RECEIVE HIGHER THAN NORMAL FUN FROM WATCHING THE HORROR CHANNEL ON TV.

***BALANCED (4-7 POINTS):** BALANCED SIMS ARE FINE BUT DON'T HAVE THE FRIEND-MAKING FACILITY THAT HIGH NICE SIMS DO. IF THERE'S ONE AREA IN WHICH MODERATION IS NOT ENOUGH, THIS IS IT. ON THE OTHER HAND, KEEPING IT AROUND 5 WON'T DO TOO MUCH SOCIAL DAMAGE.

***NICE (8-10 POINTS):** HIGH NICE IS ALL ABOUT MAKING FRIENDS. IN FACT, WITH HIGH RATINGS IN BOTH OUTGOING AND NICE, ONE COULD TAKE A RELATIONSHIP FROM 0 TO 100 IN A SINGLE (EXHAUSTING) ENCOUNTER. YOU DON'T GET SOME OF THE ENTERTAINING NEGATIVE INTERACTIONS THAT GROUCHY SIMS DO, BUT THEY WON'T MAKE YOU MANY FRIENDS ANYWAY. WHEN FACED WITH A GROUCHY SIM, TRY TO REJECT INTERACTIONS THAT MIGHT CAUSE YOUR NICE SIM TO REACT NEGATIVELY.

Strategy

KEEP IT HIGH; THE BENEFITS OF HIGH NICE ARE SO OBVIOUS THAT IT'S WORTH THE EXTRA POINTS. IT TAKES SOME DILIGENCE TO FEND OFF NEGATIVE INTERACTIONS THAT MAKE BEFRIENDING A GROUCHY SIM MORE DIFFICULT, BUT THAT JUST TAKES EXTRA ATTENTION. IF YOU WANT TO FOCUS ON MAKING FRIENDS, DON'T SET NICE BELOW 7.

Zodiac Signs and Personality

RATHER THAN FINE-TUNING YOUR OWN SIM, YOU CAN CHOOSE THE SIMS'S ZODIAC SIGN. EACH SIGN IS A PERSONALITY PRESET THAT ROUGHLY MATCHES WHAT A PERSON OF THAT SIGN WOULD BE LIKE. YOU CAN ADJUST THE VALUES ASSIGNED TO EACH PERSONALITY TRAIT BEYOND THESE PRESETS, BUT CHANGING THEM TOO MUCH IN EITHER DIRECTION EVENTUALLY PUTS YOU INTO A DIFFERENT STAR SIGN.

THE INITIAL VALUES FOR EACH STAR SIGN ARE SHOWN IN THE FOLLOWING TABLE. ALSO SHOWN ARE THE ZODIAC SIGNS THAT ATTRACT AND REPEL A SIM OF EACH SIGN. KEEP THESE AFFINITIES AND AVERSIONS IN MIND WHEN TRYING TO ESTABLISH FRIENDSHIPS AND LOVE; IT'S HARDER (THOUGH NOT IMPOSSIBLE) WHEN YOU'RE DEALING WITH INCOMPATIBLE STAR SIGNS.



ZODIAC SIGNS ARE PERSONALITY PRESETS THAT CAN SPEED UP THE SIM CREATION PROCESS.



Zodiac Signs

SIGN	NEAT	OUTGOING	ACTIVE	PLAYFUL	NICE	ATTRACTED TO	REPELLED BY
AQUARIUS	4	4	4	7	6	CAPRICORN, SAGITTARIUS	SCORPIO, VIRGO
ARIES	5	8	6	3	3	GEMINI, TAURUS	CANCER, LIBRA
CANCER	6	3	6	4	6	TAURUS, SCORPIO	GEMINI, ARIES
CAPRICORN	7	4	1	8	5	AQUARIUS, TAURUS	LEO, GEMINI
GEMINI	4	7	8	3	3	PISCES, VIRGO	CAPRICORN, ARIES
LEO	4	10	4	4	3	SAGITTARIUS, CANCER	CAPRICORN, GEMINI
LIBRA	2	8	2	6	7	VIRGO, CANCER	PISCES, SCORPIO
PISCES	5	3	7	3	7	SCORPIO, GEMINI	LEO, ARIES
SAGITTARIUS	2	3	9	7	4	PISCES, CAPRICORN	LIBRA, SCORPIO
SCORPIO	6	5	8	3	3	PISCES, LEO	LIBRA, AQUARIUS
TAURUS	5	5	3	8	4	ARIES, LIBRA	VIRGO, CANCER
VIRGO	9	2	6	3	5	AQUARIUS, SAGITTARIUS	LEO, TAURUS

Personality and Object Advertisement

OBJECTS CAN APPEAL MORE OR LESS TO SIMS WITH CERTAIN PERSONALITY TRAIT LEVELS. THESE OBJECTS "CALL OUT" TO AUTONOMOUS SIMS MORE FORCEFULLY BECAUSE OF THEIR SPECIFIC PERSONALITY TRAITS. THEREFORE, A LAZY SIM IS ATTRACTED TO THE COUCH WHILE AN ACTIVE SIM IS DRAWN TO THE BASKETBALL HOOP.

MOTIVES

SIMS ARE RULED BY THEIR OVERALL SENSE OF WELL-BEING, ALSO KNOWN AS THEIR "MOOD." MOOD IS THE CUMULATIVE EFFECT OF EIGHT FUNDAMENTAL NEEDS: HUNGER, HYGIENE, ENERGY, SOCIAL, COMFORT, BLADDER, FUN, ROOM. ONE OF THE MAJOR CHALLENGES IN PLAYING *THE SIMS BUSTIN' OUT* IS TENDING TO THESE MOTIVES EFFECTIVELY AND EFFICIENTLY.



NOTES

YOUR CURRENT MOTIVE SCORES ARE DISPLAYED BY PRESSING UP ON THE D-PAD.

PRESSING UP ON THE D-PAD SHOWS YOUR CURRENT MOTIVE LEVELS. THE INDICATORS THROB UPWARD OR DOWNWARD TO SHOW WHICH DIRECTION THE MOTIVE IS HEADED AND HOW QUICKLY.

***CAREER ADVANCEMENT:** BEING IN THE BEST POSSIBLE MOOD WHEN YOU GO TO WORK IS CRUCIAL TO GETTING PROMOTIONS. IF YOU MEET ALL SKILL AND FRIENDSHIP QUALIFICATIONS FOR THE NEXT LEVEL IN A CAREER, YOUR MOOD WILL DICTATE WHETHER OR NOT YOU GET THE PROMOTION. THE HIGHER IT IS, THE GREATER THE PROBABILITY OF PROMOTION. IF YOUR MOOD IS TOO LOW DAY AFTER DAY, YOU'LL BE DEMOTED.

***SOCIAL INTERACTION:** YOU MAY ONLY INTERACT FULLY WITH OTHER SIMS IF YOUR INDIVIDUAL MOTIVES AND YOUR OVERALL MOOD ARE HIGH. LOW MOTIVES LIMIT THE AVAILABILITY OF CERTAIN SOCIAL INTERACTIONS AND CHANGE YOUR REACTION TO ONES FROM OTHER SIMS.

***SKILL OBJECTS:** OVERALL MOOD AND INDIVIDUAL MOTIVES CAN, IF TOO LOW, PROHIBIT YOUR USING SKILL DEVELOPMENT OBJECTS. IF YOUR SIM'S MOOD OR A PARTICULAR MOTIVE BECOMES TOO LOW WHILE USING A SKILL OBJECT, YOU'LL BE UNWILLINGLY BOOTED FROM THE OBJECT. IF YOU'RE ALREADY IN A BAD WAY, YOU CAN'T USE THE OBJECT AT ALL.

***MOTIVE FAILURE:** IF YOU IGNORE YOUR CRITICAL BODILY MOTIVES (ENERGY, HUNGER, AND BLADDER), YOU'LL GET A WELL-DESERVED PENALTY FOR NOT TAKING CARE OF YOUR SIM. PUNISHMENTS CAN RANGE FROM UNCLEAN AND EMBARRASSING TO FATAL.

How Motives Work

YOUR MOTIVES ARE MEASURED FROM A LOW OF -100 (ABSOLUTE FAILURE) TO 100 (TOTAL SATISFACTION). YOU CAN'T SEE THESE NUMBERS IN THE MOTIVES METERS, BUT YOU CAN IMAGINE THEM PROPORTIONALLY.

Motive Decay

MOTIVES (EXCEPT FOR ROOM, WHICH IS A SPECIAL CASE) DECAY OVER TIME, DROPPING TOWARD -100 IF YOU DO NOTHING TO REPLENISH THEM. THE SPEED WITH WHICH EACH MOTIVE DECLINES AND THE FORCES THAT CAN ALTER THAT SPEED ARE UNIQUE TO EACH MOTIVE.

NOTES

MOTIVE DECAY SLOWS DURING SLEEP AND OCCURS WHILE YOUR SIM IS AT WORK. EACH JOB PROMOTION LEVEL HAS ITS OWN MOTIVE DECAY PROFILE THAT DETERMINES HOW MUCH OF EACH MOTIVE YOU LOSE WHILE AT WORK. REALLY PHYSICAL JOBS, FOR EXAMPLE, EXPEND MORE ENERGY DURING A SHIFT THAN A DESK JOB.

GENERALLY, MOTIVES DECAY AT A CONSTANT RATE, BUT SOME ARE VARIED BY THE LEVEL OF THE MOTIVE. FOR EXAMPLE, AS HUNGER NEARS -100, THE RATE OF DECAY SLOWS TO ALLOW YOUR SIM AS MUCH TIME AS POSSIBLE TO GET A MEAL.

MOTIVE DECAY CAN BE ACCELERATED BY ENGAGING IN CERTAIN ACTIVITIES AND USING CERTAIN OBJECTS. THIS IS DETAILED FOR EACH MOTIVE LATER IN THIS SECTION.



IF MOTIVES ARE IN DANGER, YOUR SIMS WILL DO ANYTHING TO LET YOU KNOW.

NOTES

YOUR SIMS TRY TO TELL YOU IF THEY'RE HAVING PROBLEMS WITH THEIR MOTIVES. THEY GESTURE WILDLY, SHOUT, WOBBLE ON THEIR FEET (ENERGY), PIN THEIR KNEES TOGETHER (BLADDER), OR HOLD THEIR BELLIES (HUNGER) TO ALERT YOU TO THEIR PLIGHT. KEEP AN EYE OUT FOR THESE DANGER SIGNS.

IF YOU HAVE "FREE WILL" (SET IN THE "OPTIONS" MENU) TURNED ON, YOUR SIMS SHOULD, IN THE ABSENCE OF ANY SPECIFIC COMMANDS FROM YOU, TEND TO THEIR MOST CRITICAL NEEDS. IF YOU KEEP THEM BUSY, THEY MAY NOT BE ABLE TO GET WHAT THEY NEED. WITH FREE WILL TURNED OFF, YOUR SIMS ARE HELPLESS WITHOUT YOUR SPECIFIC INSTRUCTIONS.

Motive Satisfaction

TO REPLENISH A MOTIVE, YOU MUST DO THINGS THAT SATISFY THE MOTIVE'S NEED. FOR EXAMPLE, TO ELEVATE THE BLADDER MOTIVE YOUR SIM MUST OCCASIONALLY USE A TOILET. TO REPLENISH ENERGY, THE SIM MUST SLEEP.



SLEEP IS THE MOST OBVIOUS WAY TO REGAIN ENERGY.



BUT A LITTLE COFFEE WILL DO THE TRICK IN A PINCH.

AS WITH DECAY, MOTIVE REPLENISHMENT CAN SOMETIMES BE ACCOMPLISHED BY LESS OBVIOUS MEANS. THIS IS EXPLAINED LATER IN EACH MOTIVE'S PROFILE.

GENERALLY, AN OBJECT'S ABILITY TO REPLENISH A MOTIVE IS A FUNCTION OF ITS MOTIVE RATING AND COST. THE HIGHER AN OBJECT'S MOTIVE REPLENISHMENT RATING, THE MORE IT COSTS TO PURCHASE.

NOTES

SOMETIMES THE DIFFERENCE IN PRICE BETWEEN TWO OBJECTS MIGHT BE DUE TO SOMETHING OTHER THAN THEIR MOTIVE RATINGS. IF TWO TOILETS HAVE IDENTICAL BLADDER RATINGS, ONE MIGHT COST MORE BECAUSE IT ALSO INCREASES ROOM SCORE OR IMPARTS COMFORT SIMULTANEOUSLY.

Motive Failure

IF SOME MOTIVES REACH ROCK BOTTOM (-100), MOTIVE FAILURE OCCURS. FOR THE CRITICAL BODILY FUNCTIONS, THESE ARE SERIOUS CONSEQUENCES.

Mood

MOOD IS THE AVERAGE OF ALL EIGHT MOTIVES AT ANY GIVEN TIME. IT TOO IS MEASURED ON A SCALE OF -100 TO 100. UNLIKE WITH INDIVIDUAL MOTIVES, WHICH HAVE LOWER THRESHOLDS, A MOOD BELOW 0 SHUTS YOU OUT OF MOST SKILL BUILDING AND SOCIAL INTERACTIONS AND PRECLUDES AN OTHERWISE DESERVED JOB PROMOTION.

NOTES

MOOD CAN BE VIEWED BY THE MOOD INDICATOR ABOVE YOUR SIM'S PORTRAIT INSET.

MOOD IS A "WEIGHTED AVERAGE." IN OTHER WORDS, HOW HIGH OR LOW A MOTIVE IS DICTATES HOW MUCH IT CONTRIBUTES TO MOOD. A STUNNING EXAMPLE OF THIS IS BLADDER. UNTIL IT GETS WELL BELOW 0, BLADDER HAS A STEADILY DECREASING EFFECT ON MOOD. SUDDENLY, AT AROUND -50, ITS MOOD CONTRIBUTION IS MAGNIFIED, BECOMING SHARPLY MORE SO AS IT APPROACHES BOTTOM. THE REASON FOR THIS IS UNDERSTANDABLE. AN EMPTY BLADDER HAS LITTLE EFFECT ON YOUR FEELING OF WELL-BEING, BUT A FULL ONE GETS YOUR ATTENTION.

THE SAME HOLDS TRUE FOR OTHER MOTIVES LIKE HUNGER. A FULL STOMACH TAKES YOUR MIND OFF FOOD, BUT BEING FAMISHED ALLOWS YOU TO THINK OF LITTLE ELSE.

SOME MOTIVES ARE MAGNIFIED ONLY WHEN THEY ARE EITHER VERY HIGH OR VERY LOW.

NOTES

BECAUSE FUN AND SOCIAL HAVE A HEIGHTENED EFFECT ON MOOD WHEN THEY'RE VERY HIGH, IT'S IMPORTANT TO SPEND YOUR LAST MOMENTS AT HOME BEFORE WORK GETTING BOTH TO THE TOP. TRY DANCING BY THE MAILBOX OR WATCHING TV WITH A HOUSEMATE ON THE FRONT LAWN UNTIL THE BUS IS JUST ABOUT TO PULL AWAY.

Hunger

HUNGER REPRESENTS YOUR SIM'S NEED FOR FOOD.

Decay

HUNGER DECREASES STEADILY OVER TIME, AND NOTHING CHANGES THE RATE OF THIS DOWNWARD CRAWL EXCEPT BEING ASLEEP.

Satisfying Hunger

SATISFYING HUNGER IS A MATTER OF EFFICIENCY. THERE IS MUCH YOU CAN DO TO STREAMLINE THIS PROCESS IN RESPECT TO THE AMOUNT OF TIME YOUR SIM SPENDS COOKING AND THE AMOUNT OF SATISFACTION YOUR SIM GETS FROM FOOD.



IT'S FEEDING TIME.

Food Source

THERE ARE SEVERAL WAYS TO GET FOOD.

1. **COOKED FOODS FROM A REFRIGERATOR:** THIS SHOULD BE YOUR NUTRITIONAL MAINSTAY. A FULLY FUNCTIONAL KITCHEN (FRIDGE, PREP AREA, AND COOKING EQUIPMENT) IS CRUCIAL TO THIS PROCESS.
2. **UNCOOKED FOODS FROM A REFRIGERATOR:** WITHOUT THE OTHER ESSENTIAL ELEMENTS OF A WORKING KITCHEN, REFRIGERATORS ARE A SOURCE OF COLD, UNSATISFYING BUT CHEAP BASELINE NUTRITION.
3. **GRILLS:** OUTDOOR GRILLS CAN PROVIDE COOKED FOOD FROM A SINGLE OBJECT, BUT THE RESULT'S NOT HEAVY IN HUNGER SATISFACTION.
4. **HOSPITALITY OF OTHERS:** WHEN VISITING THE HOMES OF OTHER SIMS, YOU CAN SHARE IN THEIR COOKING IF THEY MAKE ENOUGH FOR EVERYONE. HOWEVER, THIS TAKES AWAY FROM YOUR BUDGET.
5. **ORDER PIZZA:** YOUR PHONE CAN GET YOU A MEAL, BUT IT COSTS A LOT OF MONEY, AND YOU HAVE TO WAIT AN HOUR FOR IT TO ARRIVE. ALSO, PIZZA'S MESSY, SO IT SLAMS YOUR HYGIENE MOTIVE.

Food Preparation

FOR KITCHEN-COOKED FOODS, THE HUNGER VALUE CAN BE MODIFIED BY SEVERAL FACTORS. EACH OF THESE STEPS SHOULD BE TAKEN INTO ACCOUNT WHEN DESIGNING YOUR SIM'S HOUSEHOLD.

1. **THE KIND OF REFRIGERATOR:** THE MORE EXPENSIVE THE FRIDGE, THE MORE NUTRITIONAL MEAL TYPES IT CONTAINS.
2. **THE KIND OF MEAL:** A "QUICK" DINNER CARRIES LESS NUTRITIONAL OOMPH THAN A FULL "DINNER," SO THE RAW MATERIALS DO COUNT.
3. **FOOD PREPARATION AREA:** COUNTERTOPS BESTOW A FIXED AMOUNT OF HUNGER POINTS TO FOOD PREPARED ON THEM (THE SAME FOR ALL REGARDLESS OF PRICE). FOR ADDED SPEED AND HUNGER POINTS (DOUBLE THOSE FROM A COUNTERTOP), PLACE A FOOD

PROCESSOR ON THE COUNTER RIGHT BETWEEN YOUR REFRIGERATOR AND YOUR STOVE.

4. **COOKING APPLIANCE:** THE MORE EXPENSIVE THE COOKING APPLIANCE, THE MORE HUNGER POINTS IT ADDS TO THE MEAL.

Cooking Skill

THE PREVIOUS FOOD PREPARATION STEPS ARE MOSTLY ABOUT THE OBJECTS YOU BUY, BUT THERE'S ONE LAST ONE THAT CONCERNS YOUR SIM.

THE MOST IMPORTANT THING YOU CAN DO TO IMPROVE THE PREPARATION SPEED AND HUNGER SATISFACTION OF HOME-COOKED (AND GRILL-COOKED) MEALS IS TO IMPROVE YOUR SIM'S COOKING SKILL. THE HIGHER THIS IS, THE FASTER YOUR SIM CAN COOK, AND THE MORE SATISFYING THE MEAL.

INCREASING COOKING SKILL TAKES TIME AND DEDICATION, BUT IT'S WORTH IT IF ONLY TO SIGNIFICANTLY SHORTEN THE TIME IT TAKES TO GET YOUR SIM READY FOR WORK.

STILL, COOKING SKILL IS NOT ENTIRELY MANDATORY. UNLESS YOU PLAN ON COOKING WITH THE INEFFICIENT BUT FIRE-SAFE MICROWAVE, YOU NEED AT LEAST 2 COOKING POINTS TO SAUTÉ SAFELY. A SIM WITH LESS THAN 2 COOKING POINTS CAN START A FIRE ANY TIME HE TOUCHES A STOVE.



EVEN MORE IMPORTANT THAN AN EXPENSIVE STOVE IS THE TIME INVESTMENT IN STUDYING COOKING.



BAD COOKS START FIRES. DON'T HAVE A STOVE IN THE HOUSE IF THERE'S AN INEXPERIENCED COOK AROUND.

Mood Impact

HUNGER'S IMPACT ON MOOD IS STEADY UNTIL IT REACHES ZERO, AT WHICH POINT ITS IMPACT BECOMES INTENSE AND CATASTROPHIC, MORE HEAVILY DAMAGING TO MOOD THAN ANY OTHER LOW MOTIVE.

THEREFORE, IT'S NOT NECESSARY TO HAVE A FULL STOMACH WHEN YOUR SIM HEADS OFF TO WORK. JUST MAKE SURE IT'S IN THE GREEN.

Failure State

REACHING -100 IN HUNGER IS NO LAUGHING MATTER. THE RESULT IS DEATH. GAME OVER. DON'T LET YOUR SIM STARVE.

Hygiene

HYGIENE REFLECTS YOUR SIM'S BODILY CLEANLINESS. REGULAR CARE IS REQUIRED TO PREVENT YOUR OWN STINK FROM DRAGGING DOWN YOUR MOOD.



THE SOLUTION TO HYGIENE PROBLEMS IS A GOOD SOAK IN THE TUB OR A SHOWER.

Decay

OVER TIME, HYGIENE DECAYS GRADUALLY AND STEADILY. THE DROP CAN BE QUICKENED BY DOING MESSY THINGS LIKE EXERCISING, EATING PIZZA, USING A TOILET, OR FAILING TO MAKE IT TO A TOILET BEFORE AN ACCIDENT.

Satisfaction

SATISFYING YOUR HYGIENE MOTIVE IS A SIMPLE MATTER OF WASHING UP. MOST OF THIS COMES FROM SHOWERS OR TUBS BUT ALSO FROM WASHING HANDS IN SINKS OR BRUSHING TEETH IN BATHROOM MIRRORS. A SOAK IN A HOT TUB IS ALSO GOOD FOR HYGIENE.



DON'T WASTE TIME WASHING YOUR HANDS AFTER USING THE TOILET. USE THE SHOWER INSTEAD EVERY OTHER TIME YOU USE THE COMMODE.

Mood Impact

YOUR SIM DOESN'T NOTICE LOW HYGIENE UNTIL IT'S WELL INTO NEGATIVE TERRITORY. AT THAT POINT ITS IMPACT ON MOOD CLIMBS SUDDENLY, GROWING WORSE AS YOUR SIM ACCUMULATES FILTH.

Failure State

OTHER THAN THE EMBARRASSMENT OF B.O., THERE IS NO FAILURE STATE FOR HYGIENE.

Energy

ENERGY REPRESENTS YOUR SIM'S NEED FOR SLEEP—REAL, UNCONSCIOUS SLEEP. WITHOUT IT, SIMS CAN'T FUNCTION.

Decay

THE DROP IN ENERGY IS A SLOW AND STEADY ONE. IT CAN BE SPED BY ENGAGING IN STRENUOUS ACTIVITIES LIKE EXERCISE OR DANCING.

Satisfaction

YOU CAN REPLENISH ENERGY IN THREE WAYS: SLEEP, CHEMICAL INTERVENTION, OR OTHER OBJECTS.



NOTHING LIKE A GOOD NIGHT'S SLEEP TO REPLENISH ENERGY.

AN ALTERNATIVE TO SLEEP IS THE ARTIFICIAL ENERGY BOOST OF A CUP OF STRONG COFFEE OR ESPRESSO. THE FIXED EFFECT ISN'T HUGE (PROPORTIONAL TO THE COFFEE OBJECT'S COST), BUT IT GETS YOU A LITTLE MORE TIME AT A PARTY. ON THE DOWNSIDE, CAFFEINE SPEEDS THE DECAY OF YOUR BLADDER MOTIVE.

AS LONG AS A ROOM IS QUIET (NO TV OR STEREO PLAYING IN THE ROOM), YOU CAN GET SLEEP FROM ANYTHING YOUR SIM CAN STRETCH OUT ON: A RECLINER, LOVE SEAT, SOFA, OR BED. THE BEST ENERGY SATISFACTION COMES FROM A FULL NIGHT'S SLEEP IN AN EXPENSIVE BED.

THOUGH IT COSTS DEARLY IN COMFORT, YOU CAN GET A GOOD ENERGY BOOST FROM TOUCHING THE BUG ZAPPER. CHECK THE OBJECT LIST IN THE "SIMS' STUFF" SECTION FOR OTHER OBJECTS THAT ENHANCE ENERGY.

Mood Impact

ENERGY, LIKE ALL BODILY MOTIVES, MOST SERIOUSLY IMPACTS MOOD WHEN IT'S LOW. THE LOWER IT GOES, THE MORE DEBILITATING ITS CONTRIBUTION TO THE AVERAGE MOOD.

Failure State

IF ALLOWED TO BOTTOM OUT, ENERGY CAUSES SIMS TO FALL ASLEEP ON THE FLOOR WHERE THEY'RE STANDING. THEY CAN'T CLAW BACK TO THEIR FEET UNTIL THEY'VE REPLENISHED A BIT OF ENERGY. UNFORTUNATELY, THIS CAN TAKE A WHILE SINCE THE COLD, HARD FLOOR RESTORES ENERGY VERY SLOWLY. SLEEPING ON THE FLOOR ALSO BRINGS DOWN COMFORT.

Social

SOCIAL IS YOUR SIM'S NEED FOR INTERACTION WITH OTHER SIMS. NOTHING ELSE CAN SATISFY IT.

Decay

SOCIAL DEGRADES AT A CONSTANT RATE WHEN YOUR SIM IS NOT ENGAGED IN INTERACTIONS WITH OTHER SIMS. THE LONGER THE ISOLATION, THE LOWER THE SOCIAL MOTIVE BECOMES.



HIGH OUTGOING SIMS LOSE SOCIAL MORE QUICKLY THAN LESS OUTGOING SIMS.

CHATTING, EVEN BETWEEN ADULTS AND CHILDREN, AFFECTS THE SOCIAL MOTIVE.

Satisfaction

SOCIAL MOTIVE IS SATISFIED BY SOCIAL INTERACTIONS. *How much* SOCIAL SATISFACTION YOU RECEIVE DEPENDS ON MANY FACTORS, INCLUDING THE KIND OF INTERACTION AND HOW IT'S RECEIVED. FULL DETAILS ON SOCIAL INTERACTION SCORING IS DESCRIBED LATER IN THE GUIDE.

SOCIAL MOTIVE SATISFACTION CAN ALSO BE ATTAINED FROM "GROUP" FUN OBJECTS. THESE OBJECTS FEED BOTH SOCIAL AND FUN IF MORE THAN ONE SIM JOINS IN.

Mood Impact

LIKE FUN, SOCIAL MOTIVE HAS A HEIGHTENED IMPACT ON MOOD WHEN IT'S REALLY HIGH OR REALLY LOW. TRY TO MAX OUT SOCIAL BEFORE GETTING ON THE BUS TO WORK; IT'LL COMPENSATE FOR A LOT OF OTHER LOW MOTIVES.

Failure State

SOCIAL HAS NO FAILURE STATE, BUT LETTING IT HIT BOTTOM DOES BAD THINGS TO YOUR MOOD.

Comfort

COMFORT DEFINES SIMS' NEED TO OCCASIONALLY TAKE IT EASY AND GET OFF THEIR FEET. SITTING ISN'T THE ONLY WAY TO GET COMFORT, HOWEVER, AND DOING TOO MUCH ISN'T THE ONLY WAY TO BRING IT DOWN. GOING TOO LONG WITHOUT A BREAK IS GENERALLY A RECIPE FOR VERY LOW COMFORT.



INSTEAD OF JUST SITTING FOR COMFORT, COUPLE IT WITH ANOTHER ACTIVITY LIKE WATCHING TV FOR FUN.



COMFORT IS THE PERFECT MULTITASKING MOTIVE. TRY TO COMBINE COMFORT WITH OTHER MOTIVE-FEEDING OR SKILL-BUILDING ACTIVITIES. GET A COMFORTABLE COUCH AND PLACE IT NEAR THE TV. PUT A PLUSH CHAIR NEXT TO THE CHESS TABLE. BUY THAT TOILET THAT'S SO SWANKY THAT IT FEEDS BOTH COMFORT AND BLADDER. TRY A BATHTUB INSTEAD OF A SHOWER.

Decay

COMFORT DECAYS STEADILY OVER THE COURSE OF THE DAY, AND CAN BE ACCELERATED BY SEVERAL THINGS: SLEEPING ON THE FLOOR, HAVING A BLADDER ACCIDENT, OR EATING OR READING (OR DOING ANYTHING) STANDING UP.

LAZY SIMS (LOW ACTIVE) LOSE COMFORT MORE QUICKLY THAN HIGH ACTIVE SIMS, REQUIRING MORE FREQUENT COUCH VISITS.

Satisfaction

COMFORT IS GLEANED FROM COMFORTABLE OBJECTS. BY AND LARGE, THIS MEANS SOFT, CUSHY FURNITURE; THE MORE EXPENSIVE, THE FASTER IT IMPARTS COMFORT.

SEVERAL OBJECTS FEATURE COMFORT SATISFACTION IN ADDITION TO THEIR PRIMARY PURPOSE. BATHTUBS AREN'T AS EFFICIENT AS SHOWERS, BUT THEY OFFER SIMULTANEOUS HYGIENE AND COMFORT. A GOOD EXPENSIVE TOILET KEEPS YOU COMFY WHILE YOU RELIEVE YOURSELF.

Mood Impact

AS WITH OTHER BODILY MOTIVES, COMFORT IMPACTS MOOD MOST WHEN IT'S ABSURDLY LOW.

Failure State

COMFORT HAS NO FAILURE STATE.

Bladder

BLADDER MOTIVE IS YOUR SIM'S NEED TO OCCASIONALLY TAKE THE PAUSE THAT REFRESHES. WHEN YOU'RE AT HOME IT'S EASY TO TAKE CARE OF YOUR BLADDER, BUT BE MINDFUL OF THE NEAREST TOILET WHEN YOU'RE OUT AND ABOUT.



DRINKING TOO MUCH COFFEE OR FAILING TO MIND YOUR BLADDER MAKES THINGS PRETTY TENSE AND, IN A MOMENT, DAMP.

Decay

BLADDER DECLINES STEADILY WITH TIME BUT IS EASILY ACCELERATED BY ANY CONSUMPTION OF FOOD OR BEVERAGE. COFFEE AND ESPRESSO ARE PARTICULARLY DAMAGING TO BLADDER.

Satisfaction

OBSOLETELY, BLADDER IS SATISFIED BY USING TOILETS. THE QUALITY OF THE TOILET DETERMINES HOW FAST BLADDER IS RESTORED TO FULL.

THE OTHER WAY TO SATISFY BLADDER IS TO WAIT UNTIL IT'S TOTALLY DEPLETED AND LET LOOSE ON THE GROUND. THERE ARE, AS YOU'LL SEE, PRICES TO PAY FOR THIS BEHAVIOR.

Mood Impact

BLADDER IMPACTS MOOD MORE SEVERELY AS IT NEARS BOTTOM, CLIMBING SHARPLY AS THE CRISIS POINT APPROACHES.

Failure State

IF BLADDER HITS -100, SIMS DO THE ONLY THING THEY CAN: RELIEVE THEMSELVES WHERE THEY STAND. THIS REFILLS BLADDER MOTIVE TO FULL BUT DEMOLISHES COMFORT, HYGIENE, AND ROOM, NOT TO MENTION THE SOCIETAL OBLIGATION TO CLEAN UP YOUR MESS.

Fun

EVERY SIM, NO MATTER HOW SERIOUS, NEEDS FUN. THE KIND OF FUN THAT ATTRACTS CERTAIN SIMS AND HOW MUCH FUN THEY GET OUT OF IT IS DETERMINED BY THEIR ACTIVE AND PLAYFUL PERSONALITY TRAITS. IF A SIM IS EXITING A FUN OBJECT WITHOUT COMING CLOSE TO FILLING HER FUN MOTIVE METER, IT'S PROBABLY BECAUSE THAT ACTIVITY ISN'T HER CUP OF TEA. SHE CAN STILL ENJOY IT, BUT NOT AS MUCH AS OTHERS WOULD AND NOT AS MUCH AS SHE'D ENJOY SOMETHING MORE HER STYLE.



FUN IS GREAT. FUN IN GROUPS IS EVEN BETTER.

Decay

DECAY IS A SLOW STEADY PROCESS FOR FUN, DROPPING STEADILY OVER TIME AWAY FROM ANY FUN OBJECT. FOR HIGH PLAYFUL SIMS OR KID SIMS OF ANY PERSONALITY, THE DEPLETION IS FASTER, REQUIRING MORE FREQUENT DIVERSIONS.

Satisfaction

FUN IS SATISFIED BY USING FUN OBJECTS. TO GET THE MOST POSSIBLE FUN OUT OF AN OBJECT, YOU MUST CHOOSE FUN OBJECTS THAT APPEAL TO YOUR SIM'S ACTIVE/LAZY AND PLAYFUL/SERIOUS PERSONALITY TRAITS.

THE AMOUNT OF FUN ALSO DEPENDS ON THE KIND OF FUN OBJECT. THERE ARE FOUR.

***EXTENDED FUN: SIMS USE THESE OBJECTS UNTIL A SET MAXIMUM FUN INCREASE IS REACHED. IF A SIM HAS AN ACTIVE/LAZY OR PLAYFUL/SERIOUS SCORE THAT'S COMPATIBLE WITH AN OBJECT (LIKE AN ACTIVE SIM PLAYING BASKETBALL), THE MAXIMUM FUN SCORE IS RAISED, ALLOWING THE SIM TO STAY LONGER.**

***ONE-TIME FUN: THESE OBJECTS PROVIDE A FIXED BOOST TO FUN BUT CAN BE REENTERED FOR ANOTHER "DOSE"**

OF THE SAME MAGNITUDE. WATCHING FISH IN THE AQUARIUM IS THIS KIND OF INTERACTION. THE AMOUNT OF FUN BOOST IS ALSO INCREASED FOR PERSONALITY COMPATIBILITY.

- ***TIMED FUN:** INTERACTIONS LAST A FIXED AMOUNT OF TIME. TO GET MORE FUN OUT OF THE OBJECT, YOUR SIM MAY REENGAGE FOR ANOTHER SESSION.
- ***ENDLESS FUN:** THESE OBJECTS IMPART FUN UNTIL YOU CAN'T TAKE ANY MORE. A SIM CAN, FOR EXAMPLE, LINGER IN A HOT TUB UNTIL FUN, COMFORT, AND HYGIENE ARE AT MAXIMUM.

Group Fun

SOME OBJECTS ARE DESIGNATED "GROUP" ACTIVITIES, MEANING THEY OFFER NOT JUST FUN BUT ALSO SOCIAL IF MORE THAN ONE SIM JOINS THE OBJECT.

Mood Impact

JUST LIKE SOCIAL, FUN AFFECTS MOOD MOST WHEN IT'S VERY LOW OR VERY HIGH. MAKE SURE FUN IS NEAR FULL WHEN YOU LEAVE FOR WORK.

Failure State

THERE IS NO FAILURE STATE FOR FUN; YOUR SIM WILL JUST BE VERY UNHAPPY.

Room



AN ARRAY OF DECORATIVE OBJECTS AND SOME FUNDAMENTAL TIDINESS CAN TOP OUT ROOM SCORE WHILE YOUR SIM IS IN THAT ROOM.

ROOM IS A UNIQUE MOTIVE, AS IT IS VERY DIFFERENT FROM THE OTHERS. ROOM IS YOUR SIM'S INSTANTANEOUS REACTION TO HIS IMMEDIATE SURROUNDINGS. IF THEY'RE SPACIOUS, CLEAN, FULL OF DECORATIVE OBJECTS IN GOOD REPAIR, AND WELL LIT, ROOM SCORE WILL BE HIGH. IF NOT, IT CAN BE A SERIOUS DRAG ON YOUR MOOD.

NOTES

A "ROOM" IS DEFINED AS ANY SPACE ENCLOSED BY WALLS (AND DOORWAYS). AN OPEN GAP IN A WALL DOESN'T COUNT AS A DOORWAY; ROOMS SO CONNECTED COUNT AS A SINGLE ROOM. OUTDOORS COUNTS AS ONE ROOM UNLESS IT'S DIVIDED BY A FENCE. LOTS OF FLOWERS IN THE BACKYARD ADD TO ROOM MOTIVE WHEN YOUR SIM IS STANDING BY THE MAILBOX.



FOCUS ON MAKING OUTSIDE AS HIGH IN ROOM SCORE AS POSSIBLE SO YOU ALWAYS GO OFF TO WORK WITH AN EXTRA BOOST.

Decay

ROOM MOTIVE DOESN'T DECAY BUT DROPS IF SOME NEGATIVE FORCE (LIKE A DIRTY DISH) IS INTRODUCED, OR YOUR SIM MOVES TO A ROOM WITH A LOWER ROOM SCORE. ROOM SCORE IS REDUCED BY THE PRESENCE OF:

- *FULL TRASH CANS/TRASH COMPACTOR
- *PUDDLES FROM OVERFLOWED TOILETS, LEAKING SHOWERS, BLADDER ACCIDENTS, OR SLOPPY AQUARIUM CLEANING
- *FLY-INFESTED FOOD
- *TRASH ON THE FLOOR
- *DIRTY SHOWERS, BATHTUBS, AND TOILETS
- *BROKEN OBJECTS
- *DEAD THINGS, SUCH AS FLOATING FISH OR UNWATERED FLOWERS

Satisfaction

ROOM IS SATISFIED BY SEVERAL FACTORS:

- ***LIGHT:** PLACE LOTS OF LAMPS AND WINDOWS IN YOUR HOME.
- ***ROOM SIZE:** THE LARGER A ROOM, THE MORE POSITIVELY SIMS FEEL ABOUT IT.
- ***CORNERS:** SIMS LIKE INTERESTING SPACES, SO LOTS OF CORNERS MAKE THEM FEEL GOOD. PUT IN THE OCCASIONAL DIAGONAL WALL INSTEAD OF BORING OLD RIGHT ANGLES.
- ***OBJECTS:** THE MORE EXPENSIVE AN OBJECT IS, THE MORE ROOM SCORE IT IMPARTS. GENERALLY, THESE ARE DECORATIVE ITEMS, BUT THERE ARE PLenty OF ROOM-ENHANCING OBJECTS THAT FALL INTO OTHER CATEGORIES. COUNTERTOPS, FOR EXAMPLE, ARE ALL THE SAME FOR COOKING PURPOSES, BUT THE MORE EXPENSIVE ONES CAN SEND OUT INTENSE DOSES OF ROOM MOTIVE SATISFACTION. LIKewise, SOME OBJECTS HAVE A ROOM MOTIVE EFFECT IN ADDITION TO THEIR BASIC FUNCTION (LIKE A DECORATIVE BATHTUB).



SCULPTURES CREATED WITH THE ARTIST'S BLOCK CAN ENHANCE ROOM SCORE.

Mood Impact

ROOM'S EFFECT IS STEADY OVER THE ENTIRE RANGE BUT IS AT ITS GREATEST EFFECT AT ITS HIGHEST AND LOWEST POINTS. EVEN AT ITS ZENITH, IT DOESN'T HAVE A HUGE EFFECT ON YOUR MOOD, BUT IT CAN BE THE THING THAT TAKES YOU ABOVE OR BELOW ZERO OVERALL.

Failure State

ROOM DOESN'T HAVE A FAILURE STATE, BUT WHEN IT BOTTOMS OUT, YOU'LL SEE IT REFLECTED IN YOUR MOOD.

OBJECTS

IT MAY SOUND MATERIALISTIC, BUT MUCH OF SIM LIFE IS RULED BY THINGS. WITHOUT A HOUSE FULL OF USEFUL AND BEAUTIFUL OBJECTS, SIMS HAVE A HARD TIME REACHING THE TOP OF THEIR CHOSEN PROFESSION(S). THE KEY IS KNOWING WHAT EACH OBJECT DOES SO YOU MAY CHOOSE THE ONES THAT SERVE YOUR NEEDS BEST. SPENDING YOUR MONEY WISELY IS CRUCIAL.

Objects, Motives, and Skills

OBJECTS SERVE TWO PRIMARY FUNCTIONS, IMPROVING YOUR MOTIVES AND IMPROVING YOUR SKILLS. WHEN SPENDING YOUR SIMOLEONS, LOOK CAREFULLY AT WHAT MOTIVES COULD BE FILLED MORE EFFICIENTLY AND WHICH SKILLS YOU NEED TO IMPROVE.

EVERY ITEM'S IMPACT ON A SKILL OR MOTIVE IS LISTED IN THE CATALOG LATER IN THIS SECTION. KEEP IN MIND THAT YOUR SIM'S PERSONALITY CAN AFFECT HOW WELL AN OBJECT WILL SERVE HIS OR HER NEEDS. ACTIVE SIMS, FOR EXAMPLE, BENEFIT MORE FROM PHYSICALLY-ORIENTED FUN OBJECTS THAN DO LAZY SIMS.

OF COURSE, OBJECTS HAVE OTHER FUNCTIONS. SOME ARE JUST COOL TO HAVE. AND SOME SERVE A SPECIFIC FUNCTION BEYOND MOTIVES OR SKILLS. A TELEPHONE, FOR EXAMPLE, SERVES NO MOTIVE OR SKILL FUNCTION, BUT IT'S ABSOLUTELY ESSENTIAL TO SIM LIFE.

Object Advertising

EVERY OBJECT IN YOUR SIM'S HOME BROADCASTS A SIGNAL ADVERTISING ITS BENEFITS TO YOUR SIMS. THIS SIREN SONG ISN'T A LITERAL BROADCAST THAT YOU CAN SEE, BUT YOUR SIMS FEEL ITS PULL.

WHEN LEFT TO THEIR OWN DEVICES, SIMS GO ABOUT THEIR DAY BASED ON A DIZZILY COMPLEX SYSTEM OF PRIORITIES. YOU MAY NOTICE, FOR EXAMPLE, THAT YOUR SIMS OFTEN FAIL TO TEND TO THEIR MOST PRESSING MOTIVE AND EVEN LET ONE MOTIVE BOTTOM OUT WHILE SATISFYING ANOTHER ONE. ONE REASON IS ADVERTISEMENT.

NOTES

ADVERTISING IS ONLY AN ISSUE IF YOU HAVE FREE WILL TURNED ON AND YOU ARE LEAVING YOUR SIMS TO MAKE THEIR OWN DECISIONS. ADVERTISING HAS (LARGELY) NO EFFECT IF YOUR SIMS ARE JUST DOING WHAT YOU'RE TELLING THEM TO DO.

FOR EXAMPLE, A TV WITH A FUN RATING OF 6 BROADCASTS A SIGNAL DECLARING, "I AM FUN, REALLY FUN—COME USE ME." SIMS IN RANGE OF THIS MESSAGE WILL WEIGH THE FUN TO BE HAD AGAINST THE CALLS OF OTHER NEARBY OBJECTS AND THE LEVELS OF THEIR MOTIVES. A STRONG, NEARBY FUN ADVERTISEMENT, THEREFORE, CAN TRUMP A PERILOUSLY LOW BLADDER MOTIVE.

A FEW THINGS TO KNOW ABOUT OBJECT ADVERTISING:

- ***ADS HAVE A FIXED RANGE, AND THE STRENGTH OF THE SIGNAL DIMINISHES WITH DISTANCE.** THEREFORE, DISTANT OBJECTS HAVE NO EFFECT ON YOUR SIM'S DECISIONS. SOME ARE STRONG ENOUGH TO BROADCAST TO AN ENTIRE LOT.
- ***SOME OBJECTS ADVERTISE FALSELY TO GET YOUR SIM'S ATTENTION.** A RINGING PHONE, FOR EXAMPLE, MAY ADVERTISE 50 FUN, SOCIAL, AND COMFORT, THOUGH USING IT ACTUALLY OFFERS NO SUCH THING.
- ***THE STRENGTH OF AN AD CAN BE MODIFIED BY YOUR SIM'S PERSONALITY.** A STAID ACTIVITY BROAD

CASTS MORE POWERFULLY TO A SERIOUS SIM THAN A PLAYFUL ONE.

***MOTIVES CAN ALSO MODIFY AD STRENGTH, AMPLIFYING THE CALL OF OBJECTS THAT SATISFY YOUR GREATEST NEED.**

Object Quality and Price

GENERALLY, THE MORE EXPENSIVE AN ITEM IS, THE MORE IT SATISFIES ITS ASSIGNED MOTIVES OR SKILLS.

FOR MOTIVE-SATISFYING SKILLS, THE MOTIVE SATISFACTION POWER IS INDICATED IN THE CATALOG. THE HIGHER THE NUMBER, THE FASTER OR MORE COMPLETELY THE OBJECT SATISFIES THE MOTIVE. OFTEN, HOWEVER, AN OBJECT'S INCREASED VALUE IS DUE TO OTHER FACTORS LIKE SECONDARY MOTIVE SATISFACTIONS (AN EXPENSIVE TOILET FEEDS BOTH BLADDER AND COMFORT).

FOR SKILL-BUILDING OBJECTS, THE PRICE DIRECTLY REFLECTS THE RATE OF SKILL ACQUISITION (THE CHEAPEST ITEM FEEDS SLOWEST, AND THE MOST EXPENSIVE FEEDS FASTEST) AND THE PRESENCE OF SECONDARY MOTIVES (LIKE A PIANO WITH ROOM AND FUN SCORES).

NOTES

OCCASIONALLY, AN OBJECT CAN ACTUALLY DRAIN A MOTIVE. COFFEE MACHINES, FOR EXAMPLE, LOWER BLADDER AS THEY RAISE ENERGY. REALLY NASTY FURNITURE RAISES COMFORT BUT DECREASES HYGIENE.

The Basics

EVERY WELL-FUNCTIONING SIM HOUSEHOLD NEEDS CERTAIN BASICS FOR YOUR EIGHT ESSENTIAL MOTIVES. GENERALLY, YOU CAN START WITH THE CHEAPEST OBJECTS, BUT SOMETIMES, SPENDING A LITTLE MORE MONEY PAYS OFF IN SPADES.

- ***HUNGER: GET A REFRIGERATOR.** IF YOU DON'T WANT TO SPEND ALL YOUR MONEY ON CHEAP BUT NUTRITIONALLY EMPTY SNACK FOODS, ALSO LOOK INTO A COUNTERTOP AND A STOVE. A LITTLE EXTRA MONEY GETS YOU A FOOD PROCESSOR (A BIG TIME SAVER). STICK TO A MICROWAVE UNLESS YOU HAVE AT LEAST 2 POINTS OF COOKING SKILL.
- ***COMFORT: MAKE SURE YOU HAVE A TABLE AND CHAIRS FOR EATING (STANDING UP WHILE EATING REDUCES COMFORT) AND A GOOD COUCH FOR TV WATCHING AND THE OCCASIONAL NAP.** YOUR BED PROVIDES SIMULTANEOUS COMFORT AND ENERGY, SO CONSIDER COMFORT WHEN SELECTING ONE.
- ***HYGIENE: GET A SHOWER.** TO REDUCE TIME SPENT BATHING, EXTEND A LITTLE AND BUY A GOOD ONE. STAY AWAY FROM BATHTUBS EARLY ON. THOUGH THEY OFFER COMFORT, THEY TEND TO OFFER SLOWER SATISFACTION THAN A COMPARABLY PRICED SHOWER. YOUR SIM DOESN'T NEED A BATHROOM SINK (RATHER, SHOWER AFTER EVERY SECOND OR THIRD TOILET VISIT), BUT THERE MUST BE ONE FOR GUESTS TO WASH UP AND RESTORE THEIR HYGIENE.
- ***BLADDER: YOU MUST HAVE A TOILET UNLESS YOU LIKE WETTING THE FLOOR.** A MORE EXPENSIVE TOILET WILL WORK FASTER, SELF-FLUSH (RESULTING IN FEWER CLOGS), AND EVEN PROVIDE COMFORT WHILE YOU SIT.

***ENERGY:** THE FLOOR IS NO REAL ALTERNATIVE TO EVEN THE MOST AWFUL BED. GET ONE IMMEDIATELY. AN EXPENSIVE BED LETS YOU REFUEL ON DRAMATICALLY FEWER SLEEP HOURS THAN A CHEAP ONE, SO THIS IS A GOOD PLACE TO SPLURGE.

***FUN:** RIGHT OFF THE BAT, GET A CHEAP TV TO PUT IN FRONT OF THE COUCH. IT'S INEXPENSIVE, YOU CAN GET COMFORT AT THE SAME TIME, AND IT CAN BE A SOCIAL ACTIVITY.

***SOCIAL:** A TELEPHONE ALLOWS YOU TO INVITE FRIENDS OVER AND EVEN MAINTAIN FRIENDSHIPS OVER THE LANDLINE. A PHONE IS ALSO YOUR LIFELINE TO SERVICES LIKE THE MAID, REPAIRMAN, AND PIZZA.

***ROOM:** THE BEST THING YOU CAN DO FOR ROOM SCORE WHEN MONEY IS TIGHT IS TO LET THE SUN (OR THE ELECTRIC EQUIVALENT) SHINE IN. MAKE SURE YOUR HOUSE HAS NUMEROUS WINDOWS, AND SPEND FREELY BUT WISELY ON INTERIOR LIGHTS. DECORATIONS HELP ROOM TOO, BUT THEY CAN BE VERY EXPENSIVE FOR A RELATIVELY SMALL BOOST.

NOTES

YOU MAY NOTICE YOUR SIMS DETECT NEW OBJECTS AND EITHER APPROVE OR DISAPPROVE OF THEM. THIS IS REALLY JUST A REFLECTION OF YOUR SIMS' INHERENT MATERIALISM. THEY'RE COMPARING THE COST OF THE NEW OBJECT WITH THE AVERAGE VALUE OF THE OTHER STUFF IN YOUR HOUSE. IF IT'S HIGHER, THEY LIKE IT; IF IT'S LOWER, THEY DON'T. THIS DOESN'T MEAN THEY'LL USE IT ANY MORE OR LESS.

Depreciation

IN FREE PLAY MODE, ALL NONDECORATIVE OBJECTS DEPRECIATE 24 HOURS AFTER PURCHASE. USUALLY, THIS FIRST DAY'S DEPRECIATION IS A GIANT BITE. EVERY DAY THEREAFTER, THE OBJECT'S RESALE VALUE DROPS BY A FIXED AMOUNT PER DAY ("DAILY DEPRECIATION") UNTIL IT REACHES A SET FLOOR ("DEPRECIATION LIMIT") BELOW WHICH IT CAN'T GO.

NOTES

THERE IS NO DEPRECIATION IN BUST OUT MODE.

DECORATIVE OBJECTS, HOWEVER, BEHAVE DIFFERENTLY. EACH DAY, THEIR VALUE RANDOMLY RISES OR DROPS. SURE, IT CAN BE EXPENSIVE TO GET THAT BIZARRE SCULPTURE, BUT YOU COULD SELL IT FOR A PROFIT SOMEDAY.

NOTES

DEPRECIATION ISN'T AN ENTIRELY BAD THING. IT LOWERS YOUR NET WORTH WHICH, IN TURN, LOWERS THE AMOUNT OF YOUR BILLS.

Selling

WHEN YOU NEED CASH, YOU CAN SELL OFF (VIA BUY MODE) YOUR ITEMS FOR THEIR CURRENT DEPRECIATED (OR FOR DECORATIVE, POSSIBLY APPRECIATED) VALUE.

BROKEN OBJECTS CAN BE SOLD, BUT YOU WON'T GET FULL VALUE FOR THEM.

Returns

SINCE DEPRECIATION DOESN'T START UNTIL 24 HOURS AFTER PURCHASE, YOU CAN RETURN AN ITEM BEFORE THEN FOR A FULL REFUND. THIS IS HANDY WHEN YOU NEED TO WORK ON A SKILL OR FEED A MOTIVE QUICKLY. BUY THE NEEDED OBJECT, USE IT, AND RETURN IT. REPEAT AS NECESSARY EVERY DAY (IF YOU DON'T MIND ALL THE WORK THIS ENTAILS).

Bills

BILLS ARRIVE EVERY THREE DAYS AND ARE A PERCENTAGE OF THE DEPRECIATED VALUE OF BILLABLE OBJECTS IN YOUR HOUSE. THE MORE AND NICER THINGS YOU OWN, THE HIGHER YOUR BILLS.

BILLS ARE DELIVERED TO YOUR MAILBOX AND ARE DUE 10 DAYS FROM RECEIPT. TAKE THEM FROM THE BOX, PLACE THEM ON A SURFACE, AND PAY THEM AS SOON AS POSSIBLE. AFTER 10 DAYS, AN UNPAID BILL BECOMES PAST DUE, AND THE REPO MAN COMES TO TAKE OBJECTS ROUGHLY EQUIVALENT TO YOUR DEBT.



TO SAVE STEPS, PUT A CHEAP END TABLE NEXT TO THE MAILBOX. YOUR SIM WILL PLACE THE BILLS THERE RATHER THAN HAULING THEM ALL THE WAY INTO THE HOUSE.

Object Breakage

OBJECTS BREAK RANDOMLY WITH RISING PROBABILITY AS TIME PASSES. BROKEN OBJECTS CAN'T BE USED UNTIL FIXED AND WILL DISPLAY ON THE "REPAIR" INTERACTION. YOU CAN DO THIS YOURSELF (THOUGH LESS THAN 3 MECHANICAL SKILL POINTS MEANS A GOOD CHANCE OF ELECTROCUTION AND DEATH), BUT THIS CAN BE SLOW IF YOU'RE NOT HIGH IN MECHANICAL SKILL. IT'S QUICKER TO CALL THE REPAIRMAN, WHO'LL COME AND FIX EVERY BROKEN OBJECT IN YOUR HOME IN A SINGLE VISIT.

NOTES

LIGHT BULBS BURN OUT, RENDERING LAMPS NONFUNCTIONAL FOR ROOM SCORE PURPOSES. YOU MAY WANT TO LET THE REPAIRMAN CHANGE THEM WHEN HE COMES TO FIX SOMETHING ELSE.

Theft

AT NIGHT OR WHEN EVERYONE'S OUT OF THE HOUSE, YOUR HOME CAN BE INVADDED BY THE CAT BURGLAR. SHE'LL ENTER AND SELECT ONE TO FIVE OF YOUR MOST EXPENSIVE ITEMS AND MAKE OFF WITH THEM.

TO COMBAT THIS, INSTALL A BURGLAR ALARM. NOTE THAT AN ALARM PROTECTS ONLY SINGLE ROOMS, SO FULL PROTECTION REQUIRES ONE IN EVERY ROOM WITH AN EXTERIOR ENTRANCE. THE ALARM AUTOMATICALLY SUMMONS THE POLICE, WHO MAY (OR MAY NOT) CATCH THE THIEF.



SINCE OUTDOORS COUNTS AS ONE BIG ROOM, CHEAP PROTECTION CAN BE HAD BY BUILDING SINGLE WALL SEGMENTS AT THE SIDEWALK CORNERS OF YOUR LOT AND PUTTING ALARMS ON EACH. THEN, THE INSTANT THE CAT BURGLAR SETS FOOT ON YOUR LOT, THE ALARM SOUNDS, SENDING HER INTO FLIGHT.

The Object Catalog

Seating/Beds Chairs

CHAIRS COME IN THREE KINDS:

- ***STATIONARY:** ARMCHAIRS, ETC. BEST FOR WATCHING TV, READING, OR STUDYING. CAN BE USED AS TABLES AND DESKS.
- ***MOVEABLE:** DINING AND DESK CHAIRS. THESE CHAIRS CAN BE SCOOTED TO ALLOW SITTING AT SURFACES. BE CAREFUL TO LEAVE SPACE BEHIND THEM FOR MOVEMENT, HOWEVER, OR SIMS CAN'T USE THEM.
- ***RECLINERS:** THE SAME AS STATIONARY CHAIRS BUT CAN BE USED FOR *EITHER* SITTING (COMFORT) OR NAPPING (ENERGY).

RECALLED FOLDING CHAIR



*Cost: \$79
*MOTIVES: COMFORT 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$16/\$1/\$26

WERKBUNNST ALL PURPOSE CHAIR



*Cost: \$80
*MOTIVES: COMFORT 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$12/\$1/\$32

"POSTURE PLUS" OFFICE CHAIR



*Cost: \$100
*MOTIVES: COMFORT 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$15/\$1/\$40

RUSTYREDNECK STUMP CHAIR (UNLOCKABLE)



*UNLOCK: PIXEL ACRES
*Cost: \$110
*MOTIVES: COMFORT 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$22/\$1/\$37

DECK CHAIR BY SURVIVAL



*Cost: \$150
*MOTIVES: COMFORT 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$22/\$2/\$60

SATINISTICS REPRODUCTION ARMCHAIR



*Cost: \$155
*MOTIVES: COMFORT 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$23/\$2/\$62

STOOL SAMPLE



*Cost: \$165
*MOTIVES: COMFORT 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$33/\$2/\$55

MC2 EXAMINATION STOOL



*Cost: \$180
*MOTIVES: COMFORT 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$36/\$2/\$60

WORN LEATHER CHAIR



*Cost: \$199
*MOTIVES: COMFORT 4, HYGIENE -1
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$40/\$2/\$66

NOTES: THOUGH IT HAS THE HIGHEST COMFORT RATING FOR THE PRICE, SITTING IN THIS FILTHY CHAIR ACTUALLY BRINGS DOWN HYGIENE.

LOVE YOUR BEHIND DINING CHAIR



*Cost: \$225
*MOTIVES: COMFORT 3,
ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$45/\$2/\$75

WICKED BREEZE RATTAN CHAIR



*Cost: \$410
*MOTIVES: COMFORT 5,
ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$82/\$4/\$137

CAMMOCOMFORT EASY KILLIN' CHAIR



*Cost: \$245
*MOTIVES: COMFORT 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$49/\$2/\$82

"MOLDY FOLDY"



*Cost: \$449
*MOTIVES: COMFORT 7,
ROOM 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$90/\$4/\$150

COUNTRY CLASS ARMCHAIR



*Cost: \$250
*MOTIVES: COMFORT 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$38/\$2/\$100

CLUB CHAIR BY SAARBACH



*Cost: \$450
*MOTIVES: COMFORT 5,
ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$90/\$5/\$100

"BACK SLACK" RECLINER



*Cost: \$250
*MOTIVES: COMFORT 6,
ENERGY 3 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$38/\$2/\$100

"THE SAARBACH" BY WERKBUNNST



*Cost: \$500
*MOTIVES: COMFORT 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$75/\$5/\$200

PEACOCK WICKER CHAIR



*Cost: \$385
*MOTIVES: COMFORT 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$77/\$4/\$128

EMPRESS DINING ROOM CHAIR



*Cost: \$600
*MOTIVES: COMFORT 4,
ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$90/\$6/\$240

BIG MOUTH CHAIR (UNLOCKABLE)



*UNLOCK: DUDLEY'S
TRAILER
*Cost: \$390
*MOTIVES: COMFORT 6,
ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$78/\$4/\$130

Q3 RECLINER (UNLOCKABLE)



*UNLOCK: CLUB RUBB
*Cost: \$825
*MOTIVES: COMFORT 9,
ENERGY 3 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$165/\$8/\$275

"VON BRAUN" RECLINER



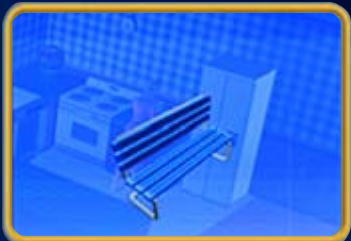
*Cost: \$850
*MOTIVES: COMFORT 9,
ENERGY 3 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$128/\$8/\$340

Couches

COUCHES ARE A PRIMARY SOURCE FOR COMFORT AND CAN SEAT TWO OR THREE SIMS. IF YOU WANT TO USE THE TV AS A SOCIAL DEVICE, A COUCH IS VASTLY PREFERABLE TO AN ARMCHAIR.

ALTERNATIVELY, YOU CAN STRETCH OUT ON MOST COUCHES (NOT BENCHES) TO TAKE A NAP FOR A SLOW REPLENISHMENT OF ENERGY. BE SURE TO TURN OFF ANY NOISY OBJECTS IN THE SAME ROOM, OR YOUR SIM WON'T BE ABLE TO NAP.

JOCK BENCH



*Cost: \$140
*MOTIVES: COMFORT 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$28/\$1/\$47

RECYCLED COUCH



*Cost: \$149
*MOTIVES: COMFORT 3,
ENERGY 4 (NAP),
HYGIENE -1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$1/\$50

NOTES: SO DIRTY, SITTING ON IT DEPLETES HYGIENE.

CONTEMPTO LOVESEAT



*Cost: \$150
*MOTIVES: COMFORT 3,
ENERGY 4 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$22/\$2/\$60

PARQUE FRESCO DEL AIRE BENCH



*Cost: \$250
*MOTIVES: COMFORT 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$38/\$2/\$100

COUNTRY CLASS LOVESEAT



*Cost: \$340
*MOTIVES: COMFORT 5,
ENERGY 4 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$51/\$3/\$136

C-SX247 "COUCH POTATO" STEALTH SOFA



*Cost: \$445
*MOTIVES: COMFORT 4,
ENERGY 4 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$89/\$4/\$148

COUNTRY CLASS SOFA



*Cost: \$450
*MOTIVES: COMFORT 5,
ENERGY 5 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$68/\$4/\$180

THE LOVE SEAT



*Cost: \$475
*MOTIVES: COMFORT 5,
ENERGY 4 (NAP)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$95/\$5/\$158

AUTOCRAT BY EMPORIUM IMPERIUM (UNLOCKABLE)



*UNLOCK: TINSEL ACRES
*Cost: \$550
*MOTIVES: COMFORT 5,
ENERGY 5, ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$110/\$6/\$183

"SOFESQUE" BY WUTAMI GODAT



***Cost:** \$700
***MOTIVES:** COMFORT 4,
 ENERGY 3 (NAP), ROOM 5
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$140/\$7/\$233

FUTON BED



***Cost:** \$399
***MOTIVES:** ENERGY 7,
 COMFORT 7
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$80/\$4/\$133

NOTES: SLEEPS TWO.

LUXURIARE LOVESEAT



***Cost:** \$875
***MOTIVES:** COMFORT 8,
 ENERGY 4 (NAP), ROOM 2
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$133/\$9/\$350

SILI-CAMP TENT (UNLOCKABLE)



***UNLOCK:** CASA CALIENTE
***Cost:** \$415
***MOTIVES:** COMFORT 6,
 ENERGY 7
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$83/\$4/\$138

NOTES: SLEEPS TWO.

Q3 LOVESEAT



***Cost:** \$920
***MOTIVES:** COMFORT 7,
 ENERGY 5 (NAP), ROOM 3
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$184/\$9/\$307

TYKENYTE BED



***Cost:** \$450
***MOTIVES:** ENERGY 7,
 COMFORT 7
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$68/\$4/\$120

NOTES: NOT JUST FOR KIDS,
 BUT YOUR GROWNUP SIM
 MIGHT LOOK FUNNY IN IT.

"THE DEITER" BY WERKBUNNST



***Cost:** \$1,100
***MOTIVES:** COMFORT 8,
 ENERGY 5 (NAP), ROOM 3
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$165/\$11/\$440

CHEAP EAZZZE DOUBLE SLEEPER



***Cost:** \$450
***MOTIVES:** ENERGY 8,
 COMFORT 7
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$68/\$4/\$180

NOTES: SLEEPS TWO..

Beds

BEDS ARE THE MOST EFFICIENT SOURCE OF ENERGY. LOCATE THEM IN ROOMS WITH NO NOISEMAKING OBJECTS (TVS, STEREOS, WEIGHT MACHINES, ETC.) A MORE EXPENSIVE BED FILLS ENERGY IN FEWER HOURS THAN A CHEAP ONE.

A NOTE ON DOUBLE BEDS: TWO SIMS WITH A RELATIONSHIP OF 50 OR MORE WILL SHARE A BED EVEN IF THEY'RE NOT IN LOVE. BUYING A DOUBLE BED WITH NO FRIEND IN THE HOUSE IS, THEREFORE, A WASTE OF MONEY. THIS IS A PRETTY GOOD INCENTIVE TO MAKE FRIENDS WITH YOUR HOUSEMATES; A GOOD DOUBLE BED IS CHEAPER THAN TWO COMPARABLE TWIN BEDS.

BABY DOLL CANOPY BED BY POLLY VINYL



***Cost:** \$900
***MOTIVES:** ENERGY 8,
 COMFORT 7, ROOM 1
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$180/\$9/\$300

NOTES: SLEEPS TWO.

SPARTAN SPECIAL



***Cost:** \$300
***MOTIVES:** ENERGY 7,
 COMFORT 6
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$45/\$3/\$120

NAPOLEON SLEIGH BED



***Cost:** \$1,000
***MOTIVES:** ENERGY 9,
 COMFORT 8
***DEPRECIATION**
 (INITIAL/DAILY/LIMIT):
 \$150/\$10/\$400

NOTES: SLEEPS TWO.

MISS MEMO SLEEPER (UNLOCKABLE)



*UNLOCK: TOANE'S GYM
*COST: \$1,290
*MOTIVES: ENERGY 11, COMFORT 7
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$258/\$13/\$430

NOTES: ENERGY "GOES TO 11" BUT IT'S NOT A BIG DIFFERENCE.

MODERN MISSION BED



*COST: \$3,000
*MOTIVES: ENERGY 10, COMFORT 9, ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$450/\$30/\$1,200

PRINCESS LUXURY BED



*COST: \$3,200
*MOTIVES: ENERGY 9, COMFORT 10, ROOM 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$640/\$32/\$1,067

THE VIBROMATIC HEART BED (UNLOCKABLE)



*UNLOCK: CASA CALIENTE
*COST: \$4,500
*MOTIVES: ENERGY 8, COMFORT 10, ROOM 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$675/\$45/\$1,800

NOTES: COMES WITH A "VIBRATE" INTERACTION AND A "PLAY" INTERACTION THAT CAN LET TWO SIMS IN LOVE ENHANCE THEIR RELATIONSHIP SCORES AND SOCIAL MOTIVE. IT ALSO CARRIES A ONE-IN-EIGHT CHANCE OF ADDING A LITTLE SIM TO THE WORLD.

Surfaces

YOU NEED SURFACES TO PLACE THINGS ON. SMALL APPLIANCES (COFFEE MACHINES, MICROWAVES, ETC.), COMPUTERS, AND SOME DECORATIVE OBJECTS MUST BE ON A TABLE OF SOME SORT.

EATING ALSO VIRTUALLY REQUIRES A TABLE. EATING OR READING WHILE STANDING DOES HORRIBLE THINGS TO YOUR SIM'S COMFORT MOTIVE.

FINALLY, FOOD CAN ONLY BE PREPARED EITHER ON A COUNTERTOP OR IN A FOOD PROCESSOR. NOTE THAT A LARGE, LOW APPLIANCE LIKE A TRASH COMPACTOR OR DISHWASHER CAN SERVE AS A COUNTERTOP.

End Tables

END TABLES ARE PERFECT FOR SMALL OBJECTS THAT NEED TO SIT ATOP SOMETHING. THEY CAN'T, HOWEVER, HOLD LARGE ELECTRONICS.

EMPTY SUPPLY CRATE



*COST: \$35
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$7/\$1/\$12

NOTES: PLACE RIGHT NEXT TO THE MAILBOX FOR EASY BILL RETRIEVAL AND PAYMENT.

PINEGULCHER END TABLE



*COST: \$40
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$6/\$1/\$16

FOUND ART SPOOL TABLE



*COST: \$55
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$11/\$1/\$18

WICKED BREEZE END TABLE



*COST: \$55
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$8/\$1/\$22

KINDERSTUFF NIGHTSTAND



*COST: \$75
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$11/\$1/\$30

"ANYWHERE" END TABLE



*Cost: \$120
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$18/\$1/\$48

LONDON "CUPERTINO" COLLECTION DESK



*Cost: \$220
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$33/\$2/\$88

GALLERY DISPLAY STAND



*Cost: \$199
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$40/\$2/\$66

THE "REDMOND" DESK



*Cost: \$800
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$120/\$8/\$320

MODERN MISSION END TABLE



*Cost: \$250
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$38/\$2/\$100

Dining Tables

DINING TABLES ARE ESSENTIAL FOR COMFORTABLE EATING. THEY ALSO MAKE GOOD SOCIAL CENTERS FOR MEALTIME CHATTING.

COVERT TABLE



*Cost: \$85
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$17/\$1/\$28

Desks

DESKS ARE NICE FOR UNDERNEATH COMPUTERS BUT ARE NOT MANDATORY. A TABLE WILL SUFFICE BUT WON'T LOOK AS STYLISH. SIMS CAN'T, HOWEVER, EAT AT DESKS. FURTHERMORE, DESKS MUST BE COUPLED WITH A MOVEABLE CHAIR.

NUMICA FOLDING CARD TABLE



*Cost: \$95
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$14/\$1/\$38

MESQUITE DESK



*Cost: \$80
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$12/\$1/\$32

LE MAUSSADE GLASS DINING TABLE



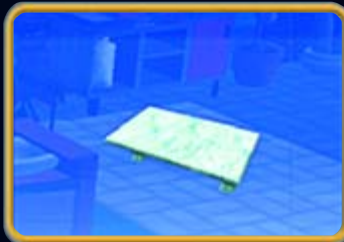
*Cost: \$99
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$20/\$1/\$33

SIRPLUS! METAL DESK



*Cost: \$150
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$50

CONSTRUCTED TABLE (UNLOCKABLE)



*UNLOCK: TINSEL BLUFFS
*COST: \$600
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$120/\$6/\$200

BACKWOODS TABLE BY SURVIVAL



*COST: \$200
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$80

Countertops

COUNTERTOPS ARE NICE TO HAVE IN KITCHENS AND BATHROOMS. THEY ARE NECESSARY FOR INSTALLING SOME SINKS AND CAN ALSO SERVE MANY OF THE SAME FUNCTIONS AS END TABLES. TO SAVE MONEY, USE YOUR LARGE, LOW APPLIANCES AS COUNTERTOPS.

NOTE THAT FOR FOOD PREPARATION PURPOSES, ALL COUNTERTOPS ARE THE SAME. THE DIFFERENCES BETWEEN THEM ARE A MATTER OF TASTE AND (IN REALLY HIGH-PRICED ONES) ROOM SCORE. IF IT DOESN'T HAVE A ROOM SCORE, IT MIGHT NOT BE WORTH THE EXTRA CASH.

BOOMTOWNE REDWOOD TABLE (UNLOCKABLE)



*UNLOCK: PIXEL ACRES
*COST: \$250
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$50/\$3/\$83

SLUSHRUSH BAR COUNTER



*COST: \$119
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$24/\$1/\$40

USED AUTOPSY TABLE



*COST: \$320
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$64/\$3/\$107

GENERICOUNTER



*COST: \$145
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$29/\$1/\$48

LONDON "MEGA" DINING DESIGN



*COST: \$450
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$68/\$4/\$180

COUNT BLANC BATHROOM COUNTER



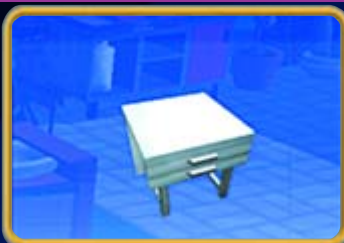
*COST: \$150
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$60/\$4/\$160

ISINGLASS TABLEAU



*COST: \$500
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$100/\$5/\$167

THE SMART COUNTER



*COST: \$200
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$40/\$2/\$67

TILED COUNTER



*Cost: \$250
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$38/\$2/\$100

SPIDER PLANT



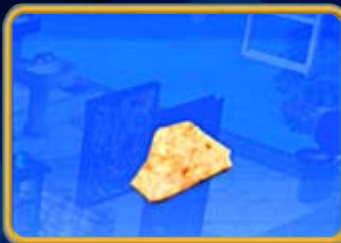
*Cost: \$35
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$5/\$1/\$14

NUMICA KITCHEN COUNTER



*Cost: \$300
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$22/\$2/\$60

STEPPING STONE



*Cost: \$35
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$15/\$1/\$40

BUTCH BUTCH BUTCH KITCHEN COUNTER



*Cost: \$500
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$100/\$5/\$167

"ROXANA" GERANIUM



*Cost: \$45
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$7/\$1/\$18

Decorative

DECORATIVE ITEMS SERVE PRIMARILY TO RAISE ROOM SCORE. A FEW ALSO OFFER OTHER MOTIVE INTERACTIONS (VIEWING FISH ENHANCES FUN, FOR EXAMPLE).

NOTE THAT MANY DECORATIVE OBJECTS DON'T DEPRECIATE IN A STRAIGHT LINE. THEY INSTEAD FALL AND RISE RANDOMLY EACH DAY, MEANING AN OBJECT D'ARTE MAY EVENTUALLY BE WORTH MORE THAN YOU PAID FOR IT.

METÜLL SKÜLL POSTER



*Cost: \$65
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

PINK FLAMINGO



*Cost: \$12
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$2/\$1/\$5

WATERCOLOR BY J.M.E.



*Cost: \$75
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$11/\$1/\$30

AFRICAN VIOLET



*Cost: \$30
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$4/\$1/\$12

TRAGIC CLOWN PAINTING



*Cost: \$80
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

QUEEN VIVANCO ROSES



*Cost: \$99
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

VENTILATION DUCT



*Cost: \$85
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

LAIRTSUDNI RECIPROCAL COLUMN



*Cost: \$119
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

CHOU-KAWAII "CUTE CUTE" POSTER



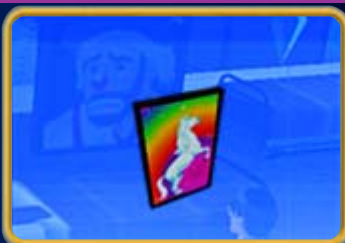
*Cost: \$85
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

ATLANTEAN COLUMN (UNLOCKABLE)



*Unlock: THE OCTAGON
*Cost: \$120
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
\$0/\$0/\$128

THE MAGIC UNICORN BY RANE BOWIE



*Cost: \$85
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

RUBBER TREE PLANT



*Cost: \$120
*Motives: Room 2
*Depreciation (Initial/Daily/Limit):
\$18/\$1/\$48

(W-22) WARNING SIGN



*Cost: \$89
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

ECHINOPSIS MAXIMUM CACTUS



*Cost: \$150
*Motives: Room 2
*Depreciation (Initial/Daily/Limit):
\$22/\$2/\$60

BIOHAZARD SIGN



*Cost: \$89
*Motives: Room 1
*Depreciation (Initial/Daily/Limit):
RANDOM
DEPRECIATION/APPRECIATION

JADE PLANT



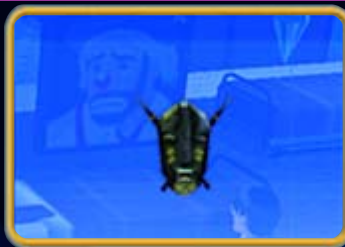
*Cost: \$160
*Motives: Room 2
*Depreciation (Initial/Daily/Limit):
\$24/\$2/\$64

ROSIE'S PALM



*Cost: \$165
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$33/\$2/\$55

OLD MOVIE PROP



*Cost: \$210
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$32/\$2/\$84

"BIG BROTHER IS SHOPPING" POSTER



*Cost: \$165
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

BI-POLAR BY CONNER I.N.



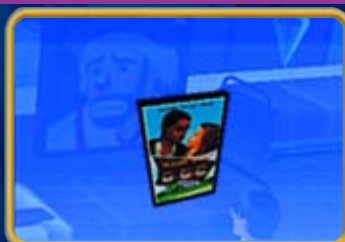
*Cost: \$210
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$32/\$2/\$84

SITUATION STATION BY WARKRAFT



*Cost: \$199
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

LOVE IN BAGHDAD MOVIE POSTER



*Cost: \$249
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

POSEIDON'S ADVENTURE AQUARIUM



*Cost: \$200
*MOTIVES: ROOM 2, FUN
1 (WATCH)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$80

NOTES: IF THE TANK IS
DIRTY OR THE FISH ARE
DEAD, OBJECT HAS NEGA-
TIVE ROOM SCORE. FUN IS
ACTIVATED BY WATCHING
THE FISH. IF FISH DIE, YOU
MUST PAY TO RESTOCK IT.

TOY PARROT BY FAUXFRIEND (UNLOCKABLE)



*UNLOCK: THE OCTAGON
*Cost: \$300
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

PUFFPOWER RUG



*Cost: \$210
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

"DESPONDENT CORRESPONDENT"



*Cost: \$325
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

DELUSION DE GRANDEUR



*Cost: \$360
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$54/\$1/\$144

WARKRAFT RADAR DISH (UNLOCKABLE)



*UNLOCK: SHINY THINGS LABS
*COST: \$900
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$218/\$14/\$580

BEAVER PELT MOOSEHEAD



*COST: \$450
*MOTIVES: ROOM 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$67/\$5/\$180

HAZARD THE GUESS BY CONNOR THIST



*COST: \$950
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$142/\$10/\$380

FLOOR RUG BY LEOPARD LIFE



*COST: \$460
*MOTIVES: ROOM 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$69/\$5/\$184

EDITH ON MY MIND BY OMAR KITTUP



*COST: \$999
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$36/\$2/\$96

ANATOMICAL SKELETON DISPLAY (UNLOCKABLE)



*UNLOCK: GOTH MANOR
*COST: \$550
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): RANDOM DEPRECIATION/APPRECIATION

BLIND DATE BY I. RONEY



*COST: \$1,020
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$153/\$10/\$408

"FOUNTAIN OF TRANQUILITY"



*COST: \$700
*MOTIVES: ROOM 2, FUN 1 (WATCH)
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$105/\$7/\$280

GOLD RECORD



*COST: \$1,200
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$153/\$10/\$408

SIMBAD'S STUFFED MARLIN



*COST: \$777
*MOTIVES: ROOM 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$117/\$8/\$311

NEO-PRIMA "SUN GOD" CALENDAR



*COST: \$1,299
*MOTIVES: ROOM 4
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$36/\$2/\$96

SCYLLA AND CHARYBDIS



*Cost: \$1,450
*MOTIVES: ROOM 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$218/\$14/\$580

PORTRAIT GRID BY PAYNE A. PITCHER



*Cost: \$3,200
*MOTIVES: ROOM 8
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$480/\$32/\$1,280

THINK TANK



*Cost: \$1,475
*MOTIVES: ROOM 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$220/\$15/\$588

GRANDFATHER CLOCK



*Cost: \$3,500
*MOTIVES: ROOM 7
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$525/\$35/\$1,400

PROOF POSITIVE BY HUGH KLID



*Cost: \$1,500
*MOTIVES: ROOM 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

SHAM-SHAG POLAR BEAR RUG (UNLOCKABLE)



*UNLOCK: CASA CALIENTE
*Cost: \$3,650
*MOTIVES: ROOM 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

DEBAUCHIUM MOSAIC



*Cost: \$1,525
*MOTIVES: ROOM 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$36/\$2/\$96

UNTITLED 1973 BY COSTA D. MOENET



*Cost: \$3,800
*MOTIVES: ROOM 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$218/\$14/\$580

HIGHBRAU COAT OF ARMS



*Cost: \$1,800
*MOTIVES: ROOM 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$270/\$18/\$720

RADIANT DOOMED CHILD BY DON T. RIPITOF



*Cost: \$3,900
*MOTIVES: ROOM 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$117/\$8/\$311

SNAILS WITH ICICLES IN NOSE



*Cost: \$2,140
*MOTIVES: ROOM 5
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$321/\$21/\$856

BLUE CHINA VASE



*Cost: \$4,260
*MOTIVES: ROOM 7
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$639/\$43/\$1,704

ANTIQUE PERSIAN RUG



*COST: \$8,200
*MOTIVES: ROOM 7
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,230/\$82/\$3,280

FAUX BEARSKIN RUG



*COST: \$4,300
*MOTIVES: ROOM 7
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$645/\$43/\$1,720

MANILA 1000 MARINE AQUARIUM (UNLOCKABLE)



*UNLOCK: TINSEL ACRES
*COST: \$8,500
*MOTIVES: ROOM 10
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$8/\$0/\$20

NOTE: NO FISH CARE
NECESSARY.

WHITE RHINO REENACTMENT



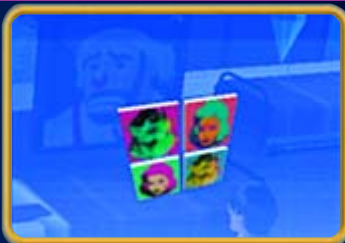
*COST: \$4,800
*MOTIVES: ROOM 7
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$720/\$48/\$1,920

TEMPLE OF THE SIMOLEON (UNLOCKABLE)



*UNLOCK: MALCOLM'S
MANSION
*COST: \$8,999
*MOTIVES: ROOM 10
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,800/\$90/\$3,000

I LOVE QUEENS BY PAINTER X



*COST: \$5,000
*MOTIVES: ROOM 8
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$36/\$2/\$96

Electronics

ELECTRONICS SERVE MANY PURPOSES, SOME PRACTICAL AND SOME FOR FUN. ALL OF THEM ARE IRRESISTIBLE TO THE MODERN SIM, SO TRY TO EXERCISE SOME RESTRAINT. HOWEVER, IF YOU HAVE A PARTY COMING UP, GO GET SOME COOL GADGETS.

STILL LIFE, DRAPERY AND CRUMBS



*COST: \$7,600
*MOTIVES: ROOM 9
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
RANDOM
DEPRECIATION/APPRECIATION

FIREBRAND SMOKE DETECTOR



*COST: \$50
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$12/\$1/\$10

NOTES: AUTOMATICALLY CALLS
FIRE DEPARTMENT IF FIRE
BREAKS OUT. COVERS ONE
ROOM. PLACE IT NEAR YOUR
STOVE OR A FIREPLACE.

ERUPTION OF DECADENCE TAPESTRY



*COST: \$8,100
*MOTIVES: ROOM 9
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,215/\$81/\$3,240

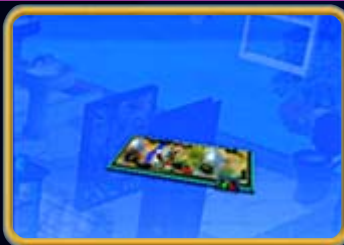
SCTC CORDLESS WALL PHONE



*COST: \$75
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$19/\$1/\$15

NOTES: REQUIRED FOR CALL-
ING SERVICES. CAN BE USED
TO INVITE FRIENDS OVER OR
SIMPLY MAINTAIN RELATION-
SHIPS WITH A QUICK CHAT.

URCHINEER TRAIN SET BY RIP CO.



***Cost:** \$80
***Motives:** FUN 2
***Depreciation (Initial/Daily/Limit):** \$20/\$1/\$16

NOTES: USED BY KIDS ONLY. GROUP ACTIVITY.

MONOCHROME TV



***Cost:** \$85
***Motives:** FUN 2
***Depreciation (Initial/Daily/Limit):** \$21/\$1/\$17

NOTES: FUN ON A BUDGET. IT AIN'T MUCH, BUT IT'S THE MOST INEXPENSIVE GROUP ACTIVITY THERE IS.

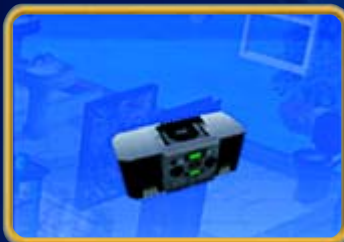
GREAT BIG ADVENTURE JAPANESE ARCADE GAME (UNLOCKABLE, GAMECUBE ONLY)



***UNLOCK:** ESTABLISH GAMECUBE TO GBA CONNECTION.
***Cost:** \$99
***Motives:** FUN 5
***Depreciation (Initial/Daily/Limit):** \$20/\$1/\$30

NOTES: GAMECUBE ONLY. SEE THE "GAMECUBE/GBA LINK" SECTION.

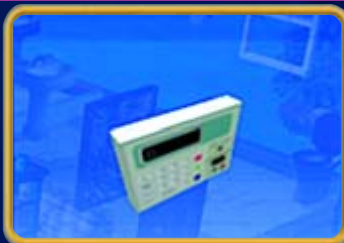
"DOWN WIT DAT" BOOM BOX



***Cost:** \$100
***Motives:** FUN 2
***Depreciation (Initial/Daily/Limit):** \$25/\$1/\$20

NOTES: DANCING IS A GREAT GROUP ACTIVITY, AND THIS IS A CHEAP WAY TO GET A DANCE PARTY TOGETHER.

SIMSAFETY IV BURGLAR ALARM



***Cost:** \$250
***Depreciation (Initial/Daily/Limit):** \$62/\$2/\$50

NOTES: POLICE COME WHEN ALARM IS TRIPPED BY THE CAT BURGLAR; NO NEED TO CALL THEM YOURSELF. COVERS A SINGLE ROOM. TRY TO PLACE IN THE ROOMS THAT LEAD OUTSIDE.

ELECTRONIC INSECT CONTROL SYSTEM



***Cost:** \$300
***Depreciation (Initial/Daily/Limit):** \$35/\$3/\$152

NOTES: TURN IT ON AND YOU CAN WATCH IT FOR A MODICUM OF FUN. TOUCH IT AND YOU'LL GET A GOOD BOOST IN ENERGY BUT A MASSIVE SHOCK TO YOUR COMFORT. BETTER THAN COFFEE, BUT ONLY IF YOU'VE ALREADY MAXED OUT COMFORT.

SIMSENTRY CDXLVIII MOTION DETECTOR (UNLOCKABLE)



***UNLOCK:** THE OCTAGON
***Cost:** \$350
***Depreciation (Initial/Daily/Limit):** \$70/\$4/\$117

NOTES: A SNAZZIER VERSION OF THE BASIC BURGLAR ALARM. JUST LOOKS COOLER.

TROTTCO 27" COLOR TELEVISION B94U



***Cost:** \$500
***Motives:** FUN 4
***Depreciation (Initial/Daily/Limit):** \$125/\$5/\$100

NOTES: TWICE THE FUN OF A BASIC TV AND HAS A REMOTE SO YOU WON'T WASTE TIME WALKING BACK AND FORTH TO THE TV TO TURN IT ON AND CHANGE CHANNELS. GROUP ACTIVITY.



REMEMBER, CERTAIN SIMS GET EXTRA FUN OUT OF CERTAIN CHANNELS: ACTIVE (ACTION), PLAYFUL (CARTOON), OUTGOING (ROMANCE), AND GROUCHY (HORROR). SIMS NOT OF THESE PERSONALITY TYPES ENJOY ALL CHANNELS EQUALLY.

ZIMANTZ COMPONENT HI-FI STEREO



***Cost:** \$650
***Motives:** FUN 3
***Depreciation (Initial/Daily/Limit):** \$162/\$6/\$130

NOTES: GROUP ACTIVITY.

OCD SYSTEMS SIMRAILROAD TOWN



***Cost:** \$955
***Motives:** FUN 4, Room 3
***Depreciation (Initial/Daily/Limit):** \$239/\$10/\$191

NOTES: GROUP ACTIVITY. IT'S BIG, SO PUT IT OUTSIDE OR IN A LARGE ROOM.

MONEYWELL COMPUTER



***Cost:** \$999
***Motives:** FUN 3
***Depreciation (Initial/Daily/Limit):** \$250/\$10/\$200

NOTES: GREAT FOR JOB SEARCHING BECAUSE IT'S CHEAP ENOUGH FOR THE UNEMPLOYED.



ALL COMPUTERS CAN BE USED FOR JOB SEARCHING, FUN (PLAYING GAMES), AND STUDYING FOR THE KIDS (IN LIEU OF A BOOKSHELF). PLAYFUL AND LAZY SIMS GET EXTRA FUN OUT OF COMPUTERS; BROUCHY AND ACTIVE SIMS DON'T.

WURL 'N' HURL RETRO JUKEBOX



***Cost:** \$1,199
***Motives:** FUN 3, Room 2
***Depreciation (Initial/Daily/Limit):** \$300/\$12/\$240

NOTES: GROUP ACTIVITY.

FREYJA "FREEDOM" STEREO



***Cost:** \$1,495
***Motives:** FUN 3, Room 1
***Depreciation (Initial/Daily/Limit):** \$299/\$15/\$498

NOTES: GROUP ACTIVITY.

"SEE ME, FEEL ME" PINBALL MACHINE



***Cost:** \$1,800
***Motives:** FUN 5
***Depreciation (Initial/Daily/Limit):** \$450/\$18/\$360

NOTES: GROUP ACTIVITY (WATCHING).

MICROSCOTCH COVETTA Q628-1500JA



***Cost:** \$1,800
***Motives:** FUN 5
***Depreciation (Initial/Daily/Limit):** \$450/\$18/\$360

NOTES: MORE FUN WHEN PLAYING GAMES.

SSRI VIRTUAL REALITY SET



***Cost:** \$2,300
***Motives:** FUN 7
***Depreciation (Initial/Daily/Limit):** \$575/\$23/\$460

NOTES: CAN ONLY BE USED BY ONE SIM AT A TIME. COMFORT DIVES WHILE USING BECAUSE IT'S PLAYED STANDING UP.

STRINGS THEORY STEREO



***Cost:** \$2,550
***Motives:** FUN 5, Room 3
***Depreciation (Initial/Daily/Limit):** \$638/\$26/\$510

NOTES: THE MOST FUN YOU CAN HAVE WITH YOUR DANCING SHOES ON—WITH THE ROOM SCORE, IT'S A PARTY ESSENTIAL.

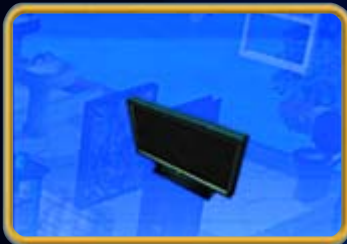
FLOYD CO. LASER LIGHT SHOW (UNLOCKABLE)



***Unlock:** STUDIO 8
***Cost:** \$2,700
***Motives:** COMFORT 3 (SOMA SHOW), ENERGY 3 (CHAKRA SHOW), FUN 3 (CUBELLA SHOW)
***Depreciation (Initial/Daily/Limit):** \$875/\$35/\$700

NOTES: DIFFERENT LIGHT SHOWS AFFECT A DIFFERENT MOTIVE OF ANYONE IN THE SAME ROOM.

SOMA PLASMA TV



***COST:** \$3,500
***MOTIVES:** FUN 6, ROOM 2
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$875/\$35/\$700

NOTES: GROUP ACTIVITY. GREAT ENTERTAINMENT FOR A LARGE GROUP OF SIMS OR JUST ONE WHO WANTS SOME FAST FUN.

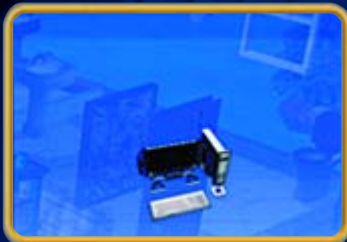
HELLAGRAPHIX 1024 "DIAMOND EDITION" (UNLOCKABLE)



***UNLOCK:** DUDLEY'S TRAILER
***COST:** \$4,999
***MOTIVES:** FUN
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$1,000/\$50/\$166

NOTES: THIS LITTLE DANDY MAKES COMPUTER GAMING A GROUP ACTIVITY. JUST PUT IT IN FRONT OF A COUCH AND WATCH THE SIMS GATHER ROUND TO GRAB CONTROLLERS.

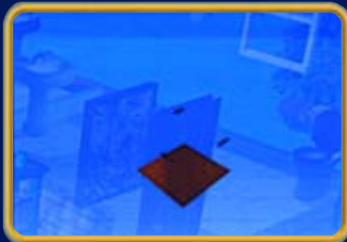
MEET MARCO



***COST:** \$6,500
***MOTIVES:** FUN 9
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$1,625/\$65/\$1,300

NOTES: MORE FUN WHEN PLAYING GAMES.

BOUNCE MY BOOTY DANCE FLOOR (UNLOCKABLE)



***UNLOCK:** CLUB RUBB
***COST:** \$7,999
***MOTIVES:** FUN 10
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$1,600/\$80/\$2,666

NOTES: PLOP IT DOWN AT A PARTY, AND THE DANCING WILL HAVE EVERYONE DELIRIOUSLY HAPPY. TO USE, INTERACT WITH THE FLOOR, AND THE REST WILL TAKE CARE OF ITSELF.

INFORMATION OVERLORD BY BU BUTUBU (UNLOCKABLE)



***UNLOCK:** TINSEL BLUFFS
***COST:** \$9,499
***MOTIVES:** FUN 9, ROOM 8
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$1,900/\$96/\$3,166

NOTES: THE BIGGEST, BADDEST TV EVER. VIRTUALLY INSTANT FUN FOR ANY SIM WHO LIKES TV ON NINE DIFFERENT SCREENS AT ONCE. SINCE ALL CHANNELS RUN SIMULTANEOUSLY, EVERY KIND OF SIM WITH A TV AFFINITY IS PLEASED. INCLUDES BUILT-IN SNACK DISPENSER.

Appliances

APPLIANCES ARE THE TOOLS OF YOUR KITCHEN. DISHWASHERS SAVE ON CLEANING UP TIME (BETTER THAN DOING IT IN THE SINK), BUT IF YOU'RE GOING TO HIRE A MAID ANYWAY, THERE'S NO NEED FOR IT. OTHER ITEMS ARE ALL ABOUT FOOD PREPARATION AND COFFEE, AND IN EACH CASE, THE MORE EXPENSIVE THEY ARE, THE BETTER FOR YOUR SIMS.

MR. REGULAR-JOE COFFEE



***COST:** \$85
***MOTIVES:** ENERGY 1, BLADDER -1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$17/\$1/\$26

NOTES: A SMALL INCREASE IN ENERGY AT THE EXPENSE OF BLADDER.

BRAND NAME TOASTER OVEN



***COST:** \$100
***MOTIVES:** HUNGER 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$20/\$1/\$30

NOTES: A CHEAP WAY TO COOK BUT ALSO A GREAT WAY TO START A FIRE IF YOUR SIM LACKS COOKING SKILL. DOESN'T ADD MUCH TO FOOD SATISFACTION, SO SKIP IT AND USE A MICROWAVE UNTIL YOUR SIM CAN COOK WITHOUT HAZARD.

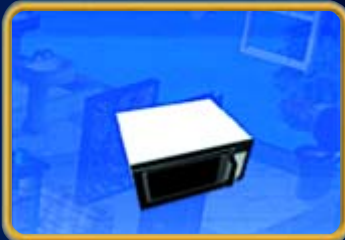
XLR8R FOOD PROCESSOR



***Cost:** \$220
***Motives:** HUNGER 2
***Depreciation (Initial/Daily/Limit):** \$44/\$2/\$66

NOTES: DECREASES FOOD PREP TIME AND INCREASES FOOD'S HUNGER SATISFACTION. PLACE DIRECTLY BETWEEN YOUR REFRIGERATOR AND STOVE FOR MAXIMUM ECONOMY OF MOVEMENT.

POSITIVE POTENTIAL MICROWAVE



***Cost:** \$250
***Motives:** HUNGER 2
***Depreciation (Initial/Daily/Limit):** \$50/\$2/\$75

NOTES: THE COOKING TOOL FOR THOSE WHO DON'T KNOW HOW TO COOK. IT DOESN'T ADD AS MUCH HUNGER SATISFACTION AS A REAL STOVE, BUT IT WON'T START FIRES AT ALL.

WILD BILL THX-451 BARBECUE



***Cost:** \$350
***Motives:** HUNGER 4
***Depreciation (Initial/Daily/Limit):** \$70/\$4/\$105

NOTES: MAKES MORE HUNGER-SATISFYING FOOD THAN COLD FOOD FROM THE REFRIGERATOR, BUT NOT AS MUCH AS A FULL

KITCHEN. IT IS, HOWEVER, A CHEAPER WAY TO GO AND CAN SERVE THE FUNCTION OF A REFRIGERATOR, FOOD PROCESSOR, AND STOVE. INEXPERIENCED COOKS CAN START FIRES WITH THIS BABY, AND THE OPEN FLAMES MEAN DON'T PUT IT NEAR ANYTHING FLAMMABLE.

JUNK GENIE TRASH COMPACTOR



***Cost:** \$375
***Depreciation (Initial/Daily/Limit):** \$75/\$4/\$112

NOTES: HOLDS MORE TRASH THAN A CAN (FEWER TRIPS TO THE STREET SIDE TRASH CAN) AND DOESN'T DEGRADE ROOM WHEN FULL (SINCE IT'S CLOSED). ONCE FULL, ONLY INTERACTION IS "EMPTY."

DIALECTRIC FREE STANDING RANGE



***Cost:** \$400
***Motives:** HUNGER 5
***Depreciation (Initial/Daily/Limit):** \$80/\$4/\$120

NOTES: THE BASIC OPEN-FLAME STOVE. DON'T USE THIS OR ANY STOVE WITH LESS THAN THREE COOKING SKILL.

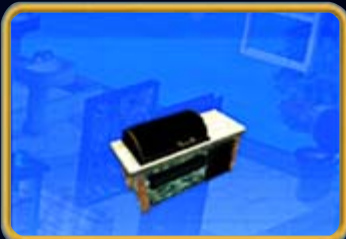
GAGMIA SIMORE ESPRESSO MACHINE



***Cost:** \$450
***Motives:** ENERGY 1, BLADDER -2, FUN 1
***Depreciation (Initial/Daily/Limit):** \$90/\$4/\$135

NOTES: DOUBLES THE ENERGY BOOST OF THE REGULAR COFFEE MACHINE, BUT ALSO DOUBLES THE BLADDER HIT. AS A BONUS, YOU GET SOME FUN IN THE PROCESS.

BROILBASTARD STONE GRILL (UNLOCKABLE)



***Unlock:** PIXEL ACRES
***Cost:** \$451
***Motives:** HUNGER 5
***Depreciation (Initial/Daily/Limit):** \$90/\$5/\$150

NOTES: WORKS THE SAME AS THE REGULAR BARBECUE BUT MAKES MORE SATISFYING MEALS.

DISH DUSTER DELUXE



***Cost:** \$550
***Depreciation (Initial/Daily/Limit):** \$110/\$6/\$165

NOTES: THE BASIC DISHWASHER MODEL BREAKS DOWN MORE OFTEN THAN THE MORE EXPENSIVE VARIETY.

LLAMARK REFRIGERATOR



***Cost:** \$600
***Motives:** HUNGER 6
***Depreciation (Initial/Daily/Limit):** \$120/\$6/\$180

NOTES: THE BASIC REFRIGERATOR PROVIDES THE LEAST HUNGER SATISFACTION OF ALL MODELS.

FUZZY LOGIC DISHWASHER



***Cost:** \$950
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$190/\$10/\$285

NOTES: DELUXE DISHWASHER BREAKS DOWN LESS FREQUENTLY.

THE "PYROTORRE" GAS RANGE



***Cost:** \$1,000
***MOTIVES:** HUNGER 7
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$200/\$10/\$300

NOTES: THE NEXT STEP UP IN CREATING PERFECT MEALS. PROVIDES MORE HUNGER SATISFACTION.

PORCINA REFRIGERATOR MODEL P10-S



***Cost:** \$1,200
***MOTIVES:** HUNGER 7
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$200/\$12/\$360

NOTES: PROVIDES MORE HUNGER SATISFACTION TO PREPARED MEALS TAKEN OUT OF IT.

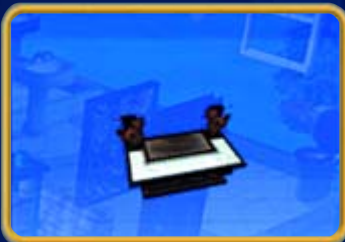
FREEZE SECRET REFRIGERATOR



***Cost:** \$2,500
***MOTIVES:** HUNGER 8
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$500/\$25/\$750

NOTES: EVEN MORE HUNGER SATISFACTION IS ONLY SEVERAL HUNDRED DOLLARS AWAY IN THIS HIGHBROW MODEL.

TEPPAN 'YAKI TABLE



***Cost:** \$3,000
***MOTIVES:** HUNGER 7, FUN 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$145/\$600/\$201

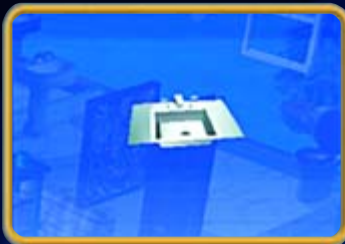
NOTES: GET BEHIND THE GRILL AND HAVE FUN WHILE YOU COOK. NO

NEED FOR A REFRIGERATOR WITH THIS ONE, BUT MEALS WON'T BE AS SATISFYING AS ONES MADE WITH A FULLY LOADED KITCHEN. ESSENTIALLY, A GLITZY BARBEQUE WITH FUN ATTACHED.

Plumbing

PLUMBING ITEMS ARE YOUR SOURCE FOR HYGIENE AND BLADDER SATISFACTION.

HYDRONOMIC KITCHEN SINK



***Cost:** \$250
***MOTIVES:** HYGIENE 2
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$50/\$2/\$75

NOTES: NECESSARY IF YOU DON'T HAVE A DISHWASHER.

OTHERWISE, ONLY USEFUL WHEN YOU HAVE GUESTS WHO NEED TO WASH THEIR HANDS. MUST BE EMBEDDED IN A COUNTERTOP.

DRAIN



***Cost:** \$300
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$60/\$3/\$10

NOTES: PUT IT NEAR THINGS THAT TEND TO FLOOD (SHOWERS, HOT TUBS), AND THEY BECOME SELF-CLEANING.

BOGG'S MEMORIAL COMMODE (UNLOCKABLE)



***UNLOCK:** GOTH MANOR
***Cost:** \$300
***MOTIVES:** BLADDER 8
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$60/\$3/\$100

HYGEIA-O-MATIC TOILET



***Cost:** \$300
***MOTIVES:** BLADDER 8
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$60/\$3/\$90

NOTES: THE BASIC MODEL. FLUSH AND CLEAN IT REGULARLY OR IT'LL CLOG.

FONTIS PUBLICUS (UNLOCKABLE)



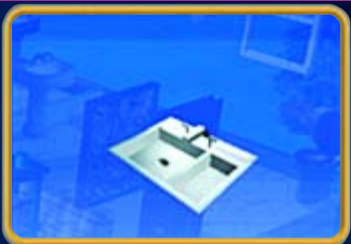
***UNLOCK:** TINSEL BLUFFS
***Cost:** \$400
***MOTIVES:** HYGIENE 2, ROOM 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):**
 \$80/\$4/\$133

"ANDERSONVILLE" PEDESTAL SINK



*Cost: \$400
*MOTIVES: HYGIENE 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$80/\$4/\$120

EPIKOUROS KITCHEN SINK



*Cost: \$500
*MOTIVES: HYGIENE 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$100/\$5/\$150

NOTES: MUST BE EMBED-
DED IN A COUNTERTOP.

WICKED BREEZE OUTDOOR SHOWER (UNLOCKABLE)



*UNLOCK: CLUB RUBB
*Cost: \$599
*MOTIVES: HYGIENE 5
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$120/\$6/\$200

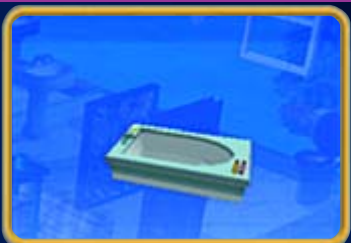
SPACEMISER SHOWER



*Cost: \$650
*MOTIVES: HYGIENE 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$130/\$6/\$195

NOTES: ESSENTIAL BASIC
MODEL.

JUSTA BATHTUB



*Cost: \$800
*MOTIVES: HYGIENE 6,
COMFORT 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$160/\$8/\$240

FLUSH FORCE 5 XLT (UNLOCKABLE)



*UNLOCK: TOANE'S GYM
*Cost: \$1,200
*MOTIVES: BLADDER 8,
COMFORT 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$240/\$12/\$360

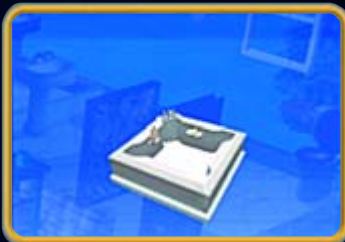
NOTES: AUTOFLUSHES
AND OFFERS COMFORT
WHILE YOU SIT. SO VERY
WORTH IT.

SANI-QUEEN BATHTUB



*Cost: \$1,500
*MOTIVES: HYGIENE 8,
COMFORT 5
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$300/\$15/\$450

HYDROTHERA BATHTUB



*Cost: \$3,200
*MOTIVES: HYGIENE 10,
COMFORT 8
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$640/\$32/\$960

SONIC SHOWER (UNLOCKABLE)



*UNLOCK: TOANE'S GYM
*Cost: \$3,999
*MOTIVES: HYGIENE 10,
COMFORT 8
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$350/\$1/\$600

NOTES: FOR COOLNESS
ALONE, IT'S WORTH THE
EXTRA CASH OVER THE HYDROTHERA. THE ONLY HITCH: KIDS
CAN'T USE IT AND IT MUST BE KEPT SCRUPULOUSLY CLEAN. WON'T
FLOOD BECAUSE IT CAN'T.

KLASSIKLEAN "MORE-SAIC" TUB (UNLOCKABLE)



*UNLOCK: CLUB RUBB
*Cost: \$4,500
*MOTIVES: HYGIENE 10,
COMFORT 8, ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$900/\$45/\$1,500

HOT SPRING CONVERSION KIT (UNLOCKABLE)



*UNLOCK: PIXEL ACRES
*COST: \$5,000
*MOTIVES: COMFORT 6, HYGIENE 3, FUN 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$1,000/\$50/\$1,667

WHIRLWIZARD HOT TUB



*COST: \$6,500
*MOTIVES: COMFORT 6, HYGIENE 2, FUN 2
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$1,300/\$65/\$1,950

NIAGARA LOVE TUB (UNLOCKABLE)



*UNLOCK: CASA CALIENTE
*COST: \$7,999
*MOTIVES: COMFORT 5, HYGIENE 2, FUN 3
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$1,200/\$1/\$2,400

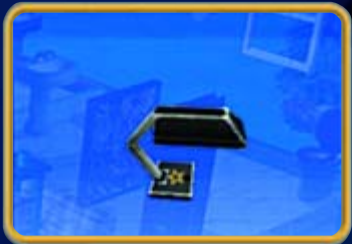
NOTES: THOUGH IT'S

ONLY A TWO-SEATER, THIS TOP-OF-THE-LINE TUB IS THE ONE EVERY SIM DESIRES. ITS SPECIAL "PLAY" INTERACTION SEEMS TO INVOLVE LOOKING FOR SOMETHING ON THE BOTTOM OF THE TUB. WEIRD THING IS, IT DOES GREAT THINGS FOR RELATIONSHIP SCORE.

Lighting

LIGHT IS ESSENTIAL TO HEALTHY ROOM MOTIVE. ADD AS MUCH LIGHT AS YOU CAN AFFORD, AND KEEP UP WITH BURNT-OUT BULBS (BUT ONLY IF YOU HAVE AT LEAST 3 MECHANICAL).

SPARTAN SPECIAL DESK LAMP (UNLOCKABLE)



*UNLOCK: THE OCTAGON
*COST: \$24
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$5/\$1/\$8

BOTTLE LAMP



*COST: \$25
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$4/\$1/\$10

GARDEN LAMP BY LUNATECH



*COST: \$50
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$7/\$1/\$20

HALOGEN HEAVEN LAMP BY CONTEMPTO



*COST: \$50
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$8/\$1/\$20

CONFUCIUS WALL LAMP (UNLOCKABLE)



*UNLOCK: MIMI'S PLACE
*COST: \$75
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$15/\$1/\$25

OVAL GLASS SCONCE



*COST: \$85
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$13/\$1/\$34

CMYK FLOOD LIGHT (UNLOCKABLE)



*UNLOCK: TINSEL BLUFFS
*COST: \$95
*DEPRECIATION (INITIAL/DAILY/LIMIT): \$19/\$1/\$32

8 STEP "LOVE YOURSELF" WALL LAMP (UNLOCKABLE)



*UNLOCK: STUDIO 8
*COST: \$150
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$50

PORTABLE UP-LIGHT



*COST: \$100
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$20/\$1/\$33

ELITE REFLECTIONS CHROME LAMP



*COST: \$180
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$27/\$2/\$72

TOP BRASS SCONCE



*COST: \$110
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$16/\$1/\$44

HAWAIIAN FANTASY TIKI TORCH (UNLOCKABLE)



*UNLOCK: CASA CALIENTE
*COST: \$180
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$36/\$2/\$60

THE APOLECTIC PHOTOELECTRIC (UNLOCKABLE)



*UNLOCK: CLUB RUBB
*COST: \$115
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$23/\$1/\$38

CUSTOM NEON SIGN



*COST: \$185
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$37/\$2/\$62

BLUE PLATE SPECIAL SCONCE



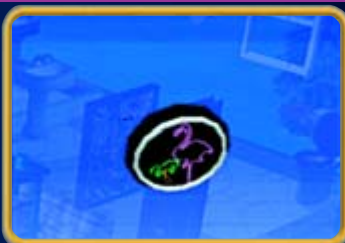
*COST: \$135
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$20/\$1/\$54

SLP LAMP (UNLOCKABLE)



*UNLOCK: SHINY THINGS LABS
*COST: \$199
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$40/\$2/\$66

NEON FLAMINGO SIGN (UNLOCKABLE)



*UNLOCK: DUDLEY'S TRAILER
*COST: \$150
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$50

TORCHOSTERONNE TABLE LAMP



*COST: \$200
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$2/\$80

EXOTICALISTISM FLOOR LAMP (UNLOCKABLE)



*UNLOCK: MIMI'S PLACE
*COST: \$210
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$42/\$2/\$70

TORCHEMADA WALL TORCH (UNLOCKABLE)



*UNLOCK: DUDLEY'S PLACE
*COST: \$250
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$50/\$3/\$83

EXPERIMENTAL LAMP (UNLOCKABLE)



*UNLOCK: DUDLEY'S HOUSE
*COST: \$275
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$55/\$3/\$192

RITELITE SPOTLIGHT (UNLOCKABLE)



*UNLOCK: THE OCTAGON
*COST: \$300
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$60/\$3/\$100

TORCHOSTERONNE FLOOR LAMP



*COST: \$350
*MOTIVES: ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$52/\$4/\$140

TORCHEMADA CANDELABRA (UNLOCKABLE)



*UNLOCK: CASA CALIENTE
*COST: \$400
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$80/\$4/\$133

Miscellaneous

JUST BECAUSE THEY'RE NOT EASILY CATEGORIZED DOESN'T MEAN THEY AREN'T IMPORTANT, OK? THESE OBJECTS RANGE FROM THE PURELY FUNCTIONAL TO THE VERY FUN (OF THE NONELECTRONIC VARIETY).

TRASH CAN



*COST: \$30
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$30/\$1/\$12

NOTES: IF YOU DON'T HAVE A TRASH COMPACTOR, YOU'LL NEED ONE OF THESE UNLESS YOU WANT TO HAUL EVERY BAG OF TRASH OUT TO THE CURB.

SNOOZMORE ALARM CLOCK



*COST: \$30
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$4/\$1/\$12

NOTES: SET THE ALARM ONCE AND IT'LL GO OFF EVERY DAY TWO HOURS BEFORE THE BUS IS SCHEDULED TO ARRIVE. NOTE THAT

IT WILL AWAKEN ANY SIM IN THE ROOM, EVEN IF THEY DON'T HAVE TO GO TO WORK, SO BE CAREFUL IF YOU SHARE A ROOM.

MAGICAL MYSTERY TOY BOX



*COST: \$50
*MOTIVES: FUN 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$8/\$1/\$20

NOTES: FOR KIDS ONLY. CHEAP ENTERTAINMENT FOR THE CHILDREN.

HAPPY THUNDER NEOSCILLATING SPRINKLER



*COST: \$65
*MOTIVES: FUN 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$12/\$1/\$36

NOTES: IF YOU HAVE KIDS IN YOUR HOUSE, THEY CAN RUN THROUGH IT FOR FUN. IF THEY TRIP OVER IT, HOWEVER, THEY'LL LOSE SOME COMFORT.

DOT-55C DISPOSAL DRUM (UNLOCKABLE)



***UNLOCK:** DUDLEY'S TRAILER
***COST:** \$65
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$13/\$1/\$22

NOTES: LARGER CAPACITY THAN YOUR NORMAL CAN, PLUS THE BONUS OF '80S

NUCLEAR PARANOIA CHIC. MIGHT GLOW MORE THAN SOME WOULD LIKE.

SLURP 'N' BURP BEVERAGE COOLER



***COST:** \$100
***MOTIVES:** HUNGER 1, COMFORT 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$15/\$1/\$40

NOTES: DRINK FROM IT OR SIT ON IT. YOU CHOOSE.

WILL LLOYD WRIGHT DOLL HOUSE



***COST:** \$180
***MOTIVES:** FUN 2
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$27/\$2/\$72

NOTES: GROUP ACTIVITY. KIDS OR ADULTS CAN PLAY WITH LITTLE PEOPLE LIVING IN A HOUSE THEY CONTROL. WHY IS THIS SOUNDING FAMILIAR?

PINEGULCHER DRESSER



***COST:** \$250
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$38/\$2/\$100

NOTES: TEMPORARILY CHANGE INTO OTHER FORMAL WEAR, SWIMSUIT, OR JAMMIES.

KINDERSTUFF DRESSER



***COST:** \$300
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$45/\$3/\$120

NOTES: TEMPORARILY CHANGE INTO OTHER FORMAL WEAR, SWIMSUIT, OR JAMMIES. NOT JUST FOR KIDS.

SOCK-A-JOCK GYM LOCKER



***COST:** \$325
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$65/\$3/\$108

NOTES: TEMPORARILY CHANGE INTO OTHER FORMAL WEAR, SWIMSUIT, OR JAMMIES.

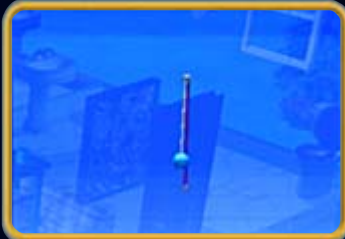
"VENUSPICE" DRESSER BY POLLY VINYL (UNLOCKABLE)



***UNLOCK:** MIMI'S PLACE
***COST:** \$400
***MOTIVES:** ROOM 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$80/\$4/\$133

NOTES: TEMPORARILY CHANGE INTO OTHER FORMAL WEAR, SWIMSUIT, OR JAMMIES.

TETHERBALL (UNLOCKABLE)



***UNLOCK:** PIXEL ACRES
***COST:** \$450
***MOTIVES:** FUN 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$90/\$5/\$150

NOTES: GROUP ACTIVITY.

TRADITIONAL OAK ARMOIRE



***COST:** \$550
***MOTIVES:** ROOM 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$82/\$6/\$220

NOTES: TEMPORARILY CHANGE INTO OTHER FORMAL WEAR, SWIMSUIT, OR JAMMIES.

STRIP POKER TABLE



***COST:** \$600
***MOTIVES:** FUN 4
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$60/\$1/\$160

NOTES: GROUP ACTIVITY. TWO SIMS CAN PLAY FOR FUN AND TO SEE A BIT OF SKIN. NO CHAIRS NECESSARY.

SUPERDOOP BASKETBALL HOOP



***COST:** \$650
***MOTIVES:** FUN 4
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$98/\$6/\$260

NOTES: GREAT FUN FOR ACTIVE SIMS ALONE OR IN GROUPS. THE HIGHER THE BODY SCORE, THE BETTER THE SHOOTER.

TABLE TENNIS FROM SLAMMO (UNLOCKABLE)



*UNLOCK: PIXEL ACRES
*COST: \$700
*MOTIVES: FUN 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$140/\$7/\$233

NOTES: FAST-PACED FUN
FOR TWO SIMS

DOMESTIC BEACH SIMULATOR



*COST: \$1,000
*MOTIVES: FUN 4
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$130/\$1/\$320

NOTES: ONLY KIDS CAN START
PLAYING IN THE SANDBOX, BUT
ADULTS CAN JOIN THEM TO
HELP OUT. KIDS CAN BUILD

INCREASINGLY ELABORATE SAND SCULPTURES WITH ADULT HELP (KICK-
ING OVER THE SCULPTURE EACH TIME).

THE FUNINATOR DELUXE



*COST: \$1,200
*MOTIVES: FUN 5
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$180/\$12/\$480

NOTES: KIDS ONLY.

ANTIQUE ARMOIRE



*COST: \$1,200
*MOTIVES: ROOM 2
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$180/\$12/\$480

NOTES: TEMPORARILY CHANGE
INTO OTHER FORMAL WEAR,
SWIMSUIT, OR JAMMIES.

SPECTER DETECTOR SEANCE TABLE (UNLOCKABLE)



*UNLOCK: GOTH MANOR
*COST: \$1,225
*MOTIVES: FUN 4, ROOM 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$245/\$12/\$408

NOTES: PULL A CHAIR
OR TWO UP TO IT AND
TELL FORTUNES FOR FUN.
IF SOMEONE HAS DIED
ON THE LOT, USE THE
"CONTACT SPIRITS"
INTERACTION TO EXORCISE
THE GHOST AND SEND
IT PACKING.

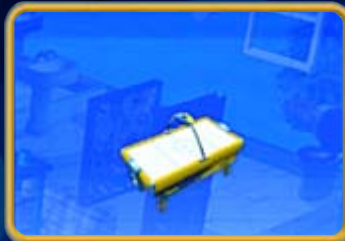
"DRESSEX" BY CONNI D. SENDDE



*COST: \$1,300
*MOTIVES: ROOM 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$260/\$13/\$455

NOTES: TEMPORARILY CHANGE
INTO OTHER FORMAL WEAR,
SWIMSUIT, OR JAMMIES.

WHAT THE PUCK! AIR HOCKEY TABLE (UNLOCKABLE)



*UNLOCK: DUDLEY'S
TRAILER
*COST: \$2,200
*MOTIVES: FUN 5
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$440/\$22/\$733

NOTES: REC. ROOM RUM-
PUS FOR TWO SIMS.

AROMASTER WHIFFERPUFF "GOLD" (UNLOCKABLE)



*UNLOCK: TOANE'S GYM
*COST: \$2,500
*MOTIVES: COMFORT 3
(PEPPERMINT AND JUNIPER),
ENERGY 3 (JUNIPER AND
ROSEMARY), FUN 3
(LAVENDER AND MARJORAM)
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$350/\$1/\$650

NOTES: PLACE THIS ON A SURFACE AND TURN IT ON TO PASSIVELY FEED
ONE OF THREE MOTIVES. THE BEST SETTING IS THE "JUNIPER AND
ROSEMARY" (ENERGY) TO SHORTEN SLEEP TIME IN THE BEDROOM OR
KEEP THE ACTION GOING AT A PARTY. THE FINAL SETTING ("ROSEMARY
AND PEPPERMINT") INCREASES THE POTENTIAL FOR POSITIVE SOCIAL
INTERACTION. COSTS \$50 PER USE. DON'T USE IF IT'S BROKEN OR IT'LL
SPEW NOXIOUS FUMES THAT NO ONE WILL LIKE.

ARISTOSCRATCH POOL TABLE



*COST: \$4,200
*MOTIVES: FUN 6
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$630/\$42/\$1,680

NOTES: TWO SIMS HAVE LOTS
OF FUN, BUT IT NEEDS LOTS
OF SPACE AROUND IT.

OVERLORD POOL TABLE (UNLOCKABLE)



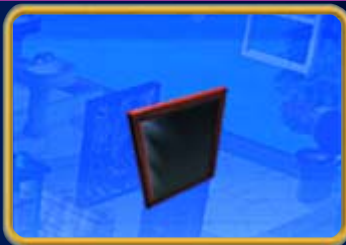
*UNLOCK: TINSEL ACRES
*COST: \$4,500
*MOTIVES: FUN 7, ROOM 1
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$900/\$45/\$1,500

NOTES: CIVILIZED FUN FOR ONE
OR TWO SIMS, BUT THERE
MUST BE ROOM AROUND IT.

Skill

THESE OBJECTS ARE WHAT YOU NEED TO SCULPT YOURSELF INTO A GIANT OF THE CAREER WORLD. MANY, OF COURSE, HAVE BENEFITS OUTSIDE THE WORKPLACE. GENERALLY, THE MORE EXPENSIVE IT IS, THE FASTER IT BESTOWS SKILL GAIN.

NARCISCO WALL MIRROR



*Cost: \$100
*Skill: CHARISMA
*Depreciation (Initial/Daily/Limit): \$15/\$1/\$40

NOTES: MAKE A SPEECH TO GAIN CHARISMA. INCREASED SPEED FOR HIGH OUTGOING.

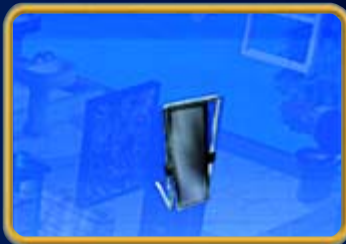
MEDICINE CABINET



*Cost: \$125
*Skill: CHARISMA
*Motives: HYGIENE 1 (BRUSH TEETH)
*Depreciation (Initial/Daily/Limit): \$19/\$1/\$50

NOTES: MAKE A SPEECH TO GAIN CHARISMA. INCREASED SPEED FOR HIGH OUTGOING. CAN ALTERNATIVELY GAIN HYGIENE BY BRUSHING TEETH.

NARCISCO FLOOR MIRROR



*Cost: \$150
*Skill: CHARISMA
*Depreciation (Initial/Daily/Limit): \$22/\$2/\$60

NOTES: MAKE A SPEECH TO GAIN CHARISMA. INCREASED SPEED FOR HIGH OUTGOING.

CHEAP PINE BOOKCASE



*Cost: \$250
*Skill: COOKING, MECHANICAL, STUDY
*Motives: FUN 1
*Depreciation (Initial/Daily/Limit): \$38/\$2/\$100

NOTES: GAIN MECHANICAL OR COOKING SKILL BY STUDYING EACH. CAN ALSO READ A BOOK FOR FUN. KIDS CAN USE IT TO STUDY FOR SCHOOL. SHY AND GROUCHY SIMS CAN GAIN MECHANICAL FASTER WHEN USING BOOKSHELVES.

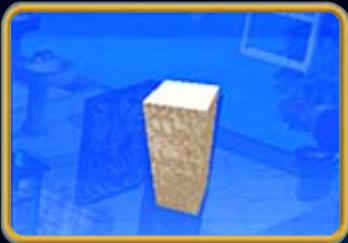
"DIMANCHE" FOLDING EASEL



*Cost: \$250
*Skill: CREATIVE
*Motives: FUN 2
*Depreciation (Initial/Daily/Limit): \$38/\$2/\$100

NOTES: RAISES CREATIVITY AT A FASTER RATE FOR HIGH PLAYFUL SIMS. WHEN A PAINTING IS COMPLETE, IT CAN BE SOLD FOR A PRICE THAT RISES WITH CREATIVITY SKILL.

ARTISTS' BLOCK (UNLOCKABLE)



*Unlock: STUDIO 8
*Cost: \$300
*Skill: CREATIVE
*Motives:
*Depreciation (Initial/Daily/Limit): RANDOM DEPRECIATION/APPRECIATION

NOTES: WHEN SCULPTURE IS COMPLETE, YOU CAN SELL IT THROUGH BUY MODE OR MOVE IT AROUND YOUR HOUSE. STATUES BUILT WITH HIGH CREATIVE SKILL ENHANCE ROOM TOO.

CHUCK MATEWELL CHESS SET



*Cost: \$500
*Skill: LOGIC
*Motives: FUN 2
*Depreciation (Initial/Daily/Limit): \$75/\$5/\$200

NOTES: WHILE BUILDING LOGIC, YOU CAN ALSO HAVE FUN (EVEN MORE FOR SERIOUS SIMS) AND, IF YOU PLAY WITH ANOTHER SIM, SOCIAL TOO.

AMISHIM BOOKCASE



*Cost: \$500
*Skill: COOKING, MECHANICAL, STUDY
*Motives: FUN 2
*Depreciation (Initial/Daily/Limit): \$75/\$5/\$200

NOTES: GAIN MECHANICAL OR COOKING SKILL BY STUDYING EACH. CAN ALSO READ A BOOK FOR FUN. KIDS CAN USE IT TO STUDY FOR SCHOOL. SHY AND GROUCHY SIMS CAN GAIN MECHANICAL FASTER WHEN USING BOOKSHELVES.

BEEJAPHONE GUITAR (UNLOCKABLE)



***UNLOCK:** STUDIO 8
***COST:** \$580
***SKILL:** CREATIVE
***MOTIVES:** FUN 2
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$87/\$6/\$232

NOTES: THE BETTER YOUR CREATIVE SKILL, THE BETTER YOU PLAY. IF OTHER SIMS STOP TO LISTEN, THEIR REACTION CAN IMPROVE OR DIMINISH (DEPENDING ON HOW WELL YOU PLAY) BOTH YOUR AND THEIR RESPECTIVE RELATIONSHIP SCORES. ADVICE: IF YOU AREN'T ANY GOOD YET, DON'T PLAY IN FRONT OF OTHERS, OR YOU'LL DAMAGE THE RELATIONSHIP.

CONCEPT BOOKCASE BY ANDY LUGHAN



***COST:** \$1,000
***SKILL:** COOKING, MECHANICAL, STUDY
***MOTIVES:** FUN 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$200/\$10/\$333

NOTES: GAIN MECHANICAL OR COOKING SKILL BY STUDYING EACH. CAN ALSO READ A BOOK FOR FUN. KIDS CAN USE IT TO STUDY FOR SCHOOL. SHY AND GROUCHY SIMS CAN GAIN MECHANICAL FASTER WHEN USING BOOKSHELVES.

"EXERTO" BENCHPRESS EXERCISE MACHINE



***COST:** \$700
***SKILL:** BODY
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$105/\$7/\$280

NOTES: HIGH ACTIVE SIMS GAIN BODY POINTS FASTER THAN OTHERS ON THIS OBJECT.

NOSTALGICO MICROPHONE (UNLOCKABLE)



***UNLOCK:** TINSEL ACRES
***COST:** \$1,100
***SKILL:** CHARISMA
***MOTIVES:** FUN 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$220/\$11/\$367

NOTES: THE GREATER THE CHARISMA SKILL, THE BETTER YOUR SIM WILL SING.

KRAFTKING WOODWORKING TABLE



***COST:** \$720
***SKILL:** MECHANICAL
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$144/\$7/\$252

NOTES: WOODWORKING PRODUCTS CAN BE SOLD (PRICE INCREASES WITH SKILL) AND MOVED IN BUY MODE OR GIVEN AWAY AS GIFTS FOR A RELATIONSHIP BOOST.

PERSPIRATION EXECUTIVE TREADMILL



***COST:** \$1,200
***SKILL:** BODY
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$105/\$1/\$280

LIBRI DI REGINA BOOKCASE



***COST:** \$900
***SKILL:** COOKING, MECHANICAL, STUDY
***MOTIVES:** FUN 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$135/\$9/\$360

NOTES: GAIN MECHANICAL OR COOKING SKILL BY STUDYING EACH. CAN ALSO READ A BOOK FOR FUN. KIDS CAN USE IT TO STUDY FOR SCHOOL. SHY AND GROUCHY SIMS CAN GAIN MECHANICAL FASTER WHEN USING BOOKSHELVES.

KRAFTKING POTTER'S WHEEL (UNLOCKABLE)



***UNLOCK:** STUDIO 8
***COST:** \$1,300
***SKILL:** CREATIVE
***MOTIVES:** FUN 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$260/\$13/\$433

NOTES: POTTERY PRODUCTS CAN BE SOLD (PRICE INCREASES WITH SKILL) AND MOVED IN BUY MODE OR GIVEN AWAY AS GIFTS FOR A RELATIONSHIP BOOST.

SLUSHRUSH PORTABLE BAR (UNLOCKABLE)



***UNLOCK:** MIMI'S PLACE
***COST:** \$1,500
***SKILL:** COOKING
***MOTIVES:** HUNGER 1, COMFORT 1, ENERGY 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$300/\$15/\$500

NOTES: DRINKS MADE ON BAR BOOST HUNGER, ENERGY, AND COMFORT.

HORRORWITZ "STAR-TRACK" TELESCOPE (UNLOCKABLE)



***UNLOCK:** SHINY THINGS LABS
***COST:** \$2,100
***SKILL:** LOGIC
***MOTIVES:** FUN 4
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$315/\$21/\$840

TURNTABLITZ DJ BOOTH (UNLOCKABLE)



***UNLOCK:** TOANE'S GYM
***COST:** \$2,295
***SKILL:** CREATIVE
***MOTIVES:** FUN 3 (DJ)
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$459/\$23/\$765

NOTES: IT'S A KICKIN' STEREO BUT ALSO A SKILL OBJECT IF YOU SPIN.

EPICURIUS GOURMET STOVE (UNLOCKABLE)



***UNLOCK:** MIMI'S PLACE
***COST:** \$2,600
***SKILL:** COOKING
***MOTIVES:** HUNGER 8, ROOM 1
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$520/\$26/\$910

NOTES: FOOD MADE CAN BE SERVED FOR HUNGER SATISFACTION.

KRAFTING INVENTOR'S WORKSHOP (UNLOCKABLE)



***UNLOCK:** SHINY THINGS LABS
***COST:** \$3,330
***SKILL:** MECHANICAL
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$666/\$33/\$1,110

NOTES: DEPENDING ON SKILL LEVEL, YOU CAN CREATE A CUTE GNOME (WHICH CAN BE GIVEN AWAY FOR RELATIONSHIP BENEFITS), A DELUXE FLAMINGO (JUMPS WHEN YOU KICK IT), OR A GNOME ROCKET (KICKING IT HURTS BUT LAUNCHING IT ROCKS). ALL ITEMS CAN BE SOLD IN BUY MODE FOR INCREASING AMOUNTS BASED ON SKILL. PRODUCTS CAN ONLY BE MOVED IN BUY MODE.

CHIMEWAY & DAUGHTERS PIANO



***COST:** \$3,500
***SKILL:** CREATIVE
***MOTIVES:** FUN 4, ROOM 3
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$525/\$35/\$1,400

NOTES: THE BETTER YOUR CREATIVE SKILL, THE BETTER YOU'LL PLAY. IF

OTHER SIMS STOP TO LISTEN, THEIR REACTION CAN IMPROVE OR DIMINISH (DEPENDING ON HOW WELL YOU PLAY) BOTH YOUR AND THEIR RESPECTIVE RELATIONSHIP SCORES. ADVICE: IF YOU AREN'T ANY GOOD YET, DON'T PLAY IN FRONT OF OTHERS OR YOU'LL DAMAGE THE RELATIONSHIP. INCREASE SKILL SPEED FOR HIGH PLAYFUL SIMS.

GENE GENIE INCUBATOR (UNLOCKABLE)

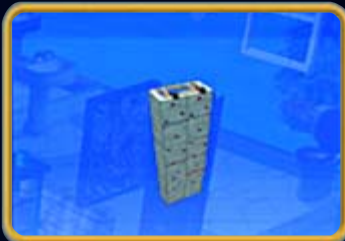


***UNLOCK:** GOTH MANOR
***COST:** \$3,950
***SKILL:** LOGIC
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$790/\$40/\$1,317

NOTES: WORK AT IT A WHILE AND YOU'LL GET A MUTANT PLANT THAT CAN

BE MOVED IN BUY MODE. ALL ITEMS CAN BE SOLD IN BUY MODE FOR INCREASING AMOUNTS BASED ON SKILL. MUTANT PLANTS NEED TO BE FED.

LIFE ROCKS! CLIMBING WALL (UNLOCKABLE)



***UNLOCK:** TOANE'S GYM
***COST:** \$4,500
***SKILL:** BODY
***MOTIVES:** FUN 2
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$900/\$45/\$1,500

TUMULTECH "SIM-PHONY" SYNTHESIZER (UNLOCKABLE)



***UNLOCK:** GOTH MANOR
***COST:** \$5,900
***SKILL:** FUN 6, ROOM 3
***MOTIVES:** CREATIVE
***DEPRECIATION (INITIAL/DAILY/LIMIT):** \$1,180/\$59/\$1,967

NOTES: THE BETTER YOUR CREATIVE SKILL,

THE BETTER YOU'LL PLAY. IF OTHER SIMS STOP TO LISTEN, THEIR REACTION CAN IMPROVE OR DIMINISH (DEPENDING ON HOW WELL YOU PLAY) BOTH YOUR AND THEIR RESPECTIVE RELATIONSHIP SCORES. ADVICE: IF YOU AREN'T ANY GOOD YET, DON'T PLAY IN FRONT OF OTHERS OR YOU'LL DAMAGE THE RELATIONSHIP.



GYROSPORT "ABDOMINATOR" (UNLOCKABLE)



*UNLOCK: THE OCTAGON
*COST: \$8,000
*SKILL: BODY
*MOTIVES: FUN 3
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,600/\$80/\$2,667

TESLA COIL 3.0 (UNLOCKABLE)



*UNLOCK: SHINY THINGS LABS
*COST: \$8,595
*SKILL: MECHANICAL
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,719/\$86/\$2,865

MISS GYROTIC (UNLOCKABLE)



*UNLOCK: THE OCTAGON
*COST: \$9,995
*SKILL: LOGIC
*DEPRECIATION
(INITIAL/DAILY/LIMIT):
\$1,999/\$100/\$3,332

NOTES: THE NEXT GENERATION MAJOR DOMO IS NOW A SKILL OBJECT.

JUST BELLY UP TO HER KEYBOARD TO STUDY LOGIC (PROGRAM FOR CHORES) AND SHE'LL CLEAN EVERY MESS AND FIX EVERY BROKEN OBJECT IN THE HOUSE FOR FREE. SHE'LL EVEN SOCIALIZE WITH YOUR GUESTS (PROGRAM FOR HUMAN RELATIONS). YOU MAY LEAVE THE KEYBOARD ANY TIME SHE'S OUT, AND SHE'LL FINISH ALL JOBS BEFORE RETURNING. THERE'S EVEN A SPECIAL MODE THAT TURNS HER INTO A SIM FOR A TIME (PROGRAM FOR EXPERIMENTAL PROTOTYPE). YOU CAN'T INTERACT WITH HER, BUT SHE WILL GO TO THE BATHROOM AND EAT YOUR FOOD. NEAT.

Vehicles

YOU HAVE AT YOUR DISPOSAL SEVERAL VEHICLES OF VARIOUS GLAMOR IN WHICH TO CRUISE AROUND TOWN. YOU START WITH THE HUMBLE BUT ETERNALLY HIP SCOOTER, BUT YOU CAN TRADE UP ONCE YOU BEGIN TO UNLOCK OTHER VEHICLES.

TRADING VEHICLES COSTS NOTHING.

Unlockable Vehicles

VEHICLE	LOCATION
CANCILLA 75 SUPER SCOOTER	MOM'S HOUSE
MATSUURA IMPOSTER TYPE-S	MIMI'S PLACE
DUDE BUGGY	DUDLEY'S TRAILER
CRUISETTE LEVIATHAN	STUDIO 8
RGB FLASHBACK	GOth MANOR
MAXIMOTO TSUNAMI X-TEQ	TOANE'S GYM
SCHNELLMEISTER "TECHNIK" EDITION	THE OCTAGON, PIXEL ACRES, TINSEL BLUFFS, MALCOLM'S MANSION
SPRITZENFUNKEN Q3	CASA CALIENTE, SHINY THINGS LABS, CLUB RUBB, THE OCTAGON, PIXEL ACRES, TINSEL BLUFFS, OR MALCOLM'S MANSION
LIMO ULTIMO	MALCOLM'S MANSION
SATANITI "DIAVOLO" GT 1000	MALCOLM'S MANSION

MAKING FRIENDS AND INFLUENCING SIMS

A LONELY SIM IS A PATHETIC THING BECAUSE SIMS ARE INHERENTLY SOCIAL CREATURES, CRAVING THE ATTENTION OF OTHERS AND NEEDING A WIDE SOCIAL CIRCLE TO ADVANCE IN THEIR PROFESSION. THE POWER OF SOCIALIZING IS IMPOSSIBLE TO OVERSTATE.

THIS SECTION LETS YOU IN ON THE MECHANISMS UNDERLYING SOCIAL INTERACTIONS SO YOU CAN HIJACK THEM TO YOUR OWN STRATEGIC PURPOSES. ARMED WITH THIS INFORMATION, YOU CAN MAKE FRIENDS WITH BLINDING SPEED, SPREAD LOVE ALL OVER SIMVALLEY, AND KEEP THE GOOD VIBES FLOWING YOUR WAY BY BEING A GOOD AND DILIGENT FRIEND. YOU CAN EVEN MAKE LOTS OF LITTLE SIMS.

Relationship Score and Social Motive



THE RELATIONSHIP SCORE PANE SHOWS YOUR RELATIONSHIP WITH EACH SIM YOU'VE MET.



SOCIAL SCORE IS SHOWN ON YOUR MOTIVES PANE.

THE TWO SCORING SYSTEMS FOR YOUR SIM'S SOCIETAL SUCCESS ARE THE RELATIONSHIP SCORE AND THE SOCIAL MOTIVE. MOST OF WHAT YOU DO TO IMPROVE ONE HAS SOME EFFECT ON THE OTHER, THOUGH PERHAPS NOT AS MUCH AS YOU'D EXPECT.

Relationship Score

THE RELATIONSHIP SCORE IS A RATING FROM -100 TO 100 GAUGING THE QUALITY OF YOUR RELATIONSHIP WITH A GIVEN SIM. THE HIGHER THE SCORE, THE BETTER THE RELATIONSHIP.



ENCOUNTERS SUCH AS THESE ARE THE ENGINE OF THE RELATIONSHIP SCORE.

THE RELATIONSHIP SCORE IS BUILT BY PERFORMING SOCIAL INTERACTIONS WITH OTHER SIMS AND HAVING THEM DO THE SAME TO YOUR SIM. THESE INTERACTIONS CAN BE POSITIVE OR NEGATIVE, CONVERSATIONAL OR PHYSICAL, INTIMATE OR DOWNRIGHT CRUEL. THE RANGE IS YOURS TO USE.

RELATIONSHIP SCORES ARE NOT SYMMETRICAL. YOUR SIM MAY HAVE A RELATIONSHIP SCORE OF 52 WITH A SIM WHOSE SCORE TOWARD YOUR SIM IS ONLY 35.

NOTES

IN FREE PLAY MODE, EVERY SIM WHO SHARES A HOUSE (A "FAMILY") SHARES FRIENDSHIPS. IF SIM A MAKES A FRIEND, SIM B GETS CREDIT FOR IT TOWARD HER FRIEND COUNT FOR CAREER PROMOTION. MOREOVER, YOUR HOUSEMATES DON'T COUNT AS FRIENDS WHEN PROMOTION TIME COMES.

IN BUST OUT MODE, ONLY YOUR SIM'S FRIENDSHIPS MATTER. YOURS DON'T COUNT TOWARD YOUR HOUSEMATES, AND THEIRS DON'T COUNT TOWARD YOURS. LUCKILY, YOUR ROOMIES DO COUNT AS FRIENDS FOR PROMOTIONS.

Social Motive

THE SAME INTERACTIONS THAT BUILD OR DESTROY THE RELATIONSHIP SCORE ALSO IMPACT YOUR SOCIAL MOTIVE. ANY INVOLVEMENT WITH ANOTHER SIM STOPS THE STEADY DECAY OF THIS MOTIVE AND CHANGES IT IN ACCORDANCE WITH THE OUTCOME OF YOUR INTERACTIONS.

NOT ALL SOCIALIZING IS, FOR SOCIAL MOTIVE PURPOSES, GOOD SOCIALIZING. SOME INTERACTIONS ARE WORTH MORE THAN OTHERS, DEPENDING ON THE SIMS INVOLVED. SO IF YOUR SOCIAL MOTIVE IS LOW, USE A BIT OF STRATEGY TO MAKE SURE YOU'RE REPLENISHING THAT MOTIVE EFFICIENTLY.

Friendship

FRIENDSHIP OCCURS WHEN BOTH YOU AND A FELLOW SIM HAVE RELATIONSHIP SCORES OF AT LEAST 50 WITH ONE ANOTHER. SINCE RELATIONSHIP SCORES ARE NOT SYMMETRICAL, THIS MIGHT NOT HAPPEN AT THE SAME TIME FOR BOTH SIMS. KEEP AT IT. AT THIS POINT THE PERSON OFFICIALLY COUNTS AS A FAMILY FRIEND. THIS IS IMPORTANT BECAUSE ACTUAL FRIENDS ARE THE ONLY ONES WHO MATTER FOR CAREER PROMOTION PURPOSES.



THE LITTLE SMILEY FACE MEANS YOU MADE A FRIEND. FRIENDS ARE MARKED WITH THE SAME SYMBOL ON THE RELATIONSHIP PANE.

NOTES

WHEN YOU MAKE A FRIEND, A LITTLE SMILEY FACE APPEARS NEXT TO THAT SIM'S PICTURE IN YOUR RELATIONSHIP PANEL.

IT'S ALSO IMPORTANT BECAUSE SEVERAL INTERACTIONS DON'T APPEAR UNTIL A FRIENDSHIP IS ESTABLISHED. YOU CAN'T HAVE TOO MANY FRIENDS.

NOTES

SIMS WILL SHARE A BED WITH ANY ROOMMATE WITH WHOM THEY HAVE A RELATIONSHIP OVER 50.

Love

ONCE YOUR SIM'S RELATIONSHIP WITH ANOTHER SIM RISES ABOVE 70 (FOR BOTH SIMS), LOVE CAN BLOOM WITH THAT SIM.

MAKING FRIENDS AND INFLUENCING SIMS



A HEART MEANS LOVE, LOVE, LOVE.

AFTER 70 POINTS, ANY ROMANTIC INTERACTION (HUG, KISS, BACKRUB, ETC.) CAN RANDOMLY RESULT IN LOVE. YOU'LL KNOW IT HAPPENS BECAUSE A LITTLE HEART APPEARS NEXT TO THE SIM'S PICTURE IN THE RELATIONSHIP PANEL.

Romantic Interactions

INTERACTIONS THAT CAN INSPIRE LOVE ARE:

- *ADMIRE BODY
- *AIR KISS
- *BEAR HUG
- *BOOTY SPANK
- *DANCE DIRTY
- *FEATHER TICKLE
- *FLIRT
- *FRENCH KISS
- *GIVE BACKRUB
- *KISS
- *KISS HAND
- *KISS ROMANTICALLY
- *SERENADE
- *SLOW DANCE
- *SMOOTH TALK
- *WOLF WHISTLE

DON'T USE THESE UNLESS YOU WANT YOUR SIM TO FALL IN LOVE. LOVE LEADS TO JEALOUSY, AND THAT'S A MINEFIELD.

KEEP IN MIND THAT YOUR SIM CAN EXPERIENCE UNREQUITED LOVE. IF YOUR SIM FALLS FOR A SIM WHOSE RELATIONSHIP SCORE TOWARD YOUR SIM IS BELOW 70, YOUR SIM WILL BE THE ONLY ONE IN LOVE. THIS CAN LEAD TO SOME AWKWARD SITUATIONS WHEN YOUR SIM PROPOSES.

Jealousy

THERE IS NO RULE THAT SAYS YOUR SIM CAN ONLY BE IN LOVE WITH ONE OTHER SIM. YOU CAN BE IN LOVE WITH AS MANY AS YOU CAN MANAGE. JUST BE CAREFUL OF JEALOUSY.



JEALOUSY REARS ITS UGLY HEAD IF TWO SIMS ARE IN LOVE WITH YOUR SIM. TRY NOT TO FLAUNT IT.

WORKING THIS PRECARIOUS INTERPERSONAL MAZE TAKES SOME DISCRETION. IF YOUR BELOVED IS IN THE ROOM AND YOU PERFORM A ROMANTIC INTERACTION (KISSING, FLIRTING, HUGGING, ETC.) WITH ANOTHER SIM, YOUR EXISTING LOVE INTEREST WILL SLAP THE RIVAL, TRASHING BOTH OF THEIR SOCIAL MOTIVES AND RESPECTIVE RELATIONSHIP SCORES.

Maintaining Relationships

MAKING ENOUGH FRIENDS TO REACH THE LOFTY HEIGHTS OF A CAREER ISN'T EASY. WHAT MAKES IT A TRUE CHALLENGE, HOWEVER, IS KEEPING UP WITH ALL THOSE FRIENDS AND ENSURING THAT YOUR RELATIONSHIPS STAY STRONG AND ALIVE.

Relationship Decay

EVERY DAY YOU DON'T INTERACT WITH A SIM YOU'VE MET, YOUR RELATIONSHIP SCORE TOWARD THAT SIM DECLINES BY TWO POINTS. IF THE OTHER SIM IS A FRIEND AND THE SCORE DROPS BELOW 50, YOU'LL LOSE THAT FRIEND AND HAVE TO REESTABLISH THE RELATIONSHIP.

NOTES

YOU CAN'T LOSE A PROMOTION FOR LOSING A FRIEND ON WHICH THE PROMOTION WAS BASED, BUT YOU WON'T GET AN UPCOMING PROMOTION IF YOUR PREVIOUSLY HIGH-ENOUGH FRIEND COUNT DROPS.

AS FRIENDSHIPS NEAR THE POINT OF FALLING BELOW 50, YOU RECEIVE AN ONSCREEN WARNING REMINDING YOU TO TOUCH BASE WITH YOUR FRIEND. HEED IT IF YOU WANT TO GET A PROMOTION IN THE NEAR FUTURE.

Keeping in Touch

THE WAY YOU KEEP RELATIONSHIPS GOING IS TO INTERACT WITH SIMS YOU KNOW ON A REGULAR BASIS. EACH TIME YOU SEE THEM, CHAT FOR A WHILE AND GET THE RELATIONSHIP SCORE AS HIGH AS POSSIBLE. AS LONG AS YOU STAY AHEAD OF THE PACE OF DECAY, THE RELATIONSHIP WILL GROW.

FINDING TIME FOR YOUR FRIENDS IS HARD ENOUGH. SOMETIMES JUST FINDING THEM IS A CHALLENGE. THERE ARE FOUR WAYS TO MEET UP WITH SIMS TO WORK ON YOUR RELATIONSHIP.



A PHONE CALL A DAY KEEPS LOST FRIENDSHIPS AWAY.

***CHAT ON THE PHONE:** YOU DON'T HAVE TO BE TOGETHER TO TALK. A FEW RELATIONSHIP POINTS CAN BE GLEANED BY CALLING A SIM ON THE PHONE AND TALKING FOR A FEW MINUTES. THIS WON'T MAKE A FRIENDSHIP GROW, BUT A DAILY CALL WILL OVERCOME DECAY.

***INVITE OVER:** THE PHONE IS ALSO YOUR MEANS TO BRINGING YOUR FRIENDS AND ACQUAINTANCES TO YOU. THEY WON'T ALWAYS ACCEPT AN INVITATION TO DROP BY, BUT THEY USUALLY DO IF YOU CALL DURING CIVILIZED HOURS. ONCE THEY'RE AT THE HOUSE, YOU CAN INTERACT FREELY, BUILDING THE RELATIONSHIP AS MUCH AS POSSIBLE.

***GO VISITING:** JUST HOP IN YOUR VEHICLE AND GO TO A SIM'S HOUSE. YOU CAN VISIT ANY PLACE YOU'VE UNLOCKED IN THE GAME, EVEN PLACES YOU HAVEN'T BEEN YET, AND INTERACT WITH ANYONE WHO'S THERE. JUST DON'T MISS THE BUS FOR WORK WHILE YOU'RE AWAY.

***DROP BYS:** YOU'LL HEAR THE DOORBELL RINGING ALL DAY; THAT'S THE SOUND OF OTHER SIMS POPPING BY TO SAY HELLO. THEY'LL WAIT FOR A WHILE BEFORE GIVING UP, SO GREET THEM AT THE FIRST OPPORTUNITY. ONCE IN YOUR HOME, THEY'LL STAY UNTIL YOU ASK THEM TO LEAVE, OR UNTIL A MOTIVE OR THE HOUR FORCES THEM TO, SO MAKE USE OF YOUR TIME TOGETHER.

Visitor Behavior

HOSPITALITY MEANS TENDING TO YOUR VISITORS' NEEDS. THIS IS IMPORTANT SINCE VISITORS ALWAYS ARRIVE WITH THEIR NEEDS FAIRLY LOW.

WELL-CARED-FOR VISITORS WILL STAY FOR A LONG TIME (UNTIL 1:00 AM), PROVIDING AMPLE OPPORTUNITY FOR SOCIALIZING. OFFER THEM NO WAY TO REFUEL THEIR MOTIVES, AND THEY'LL LEAVE ABRUPTLY.

SINCE ONLY MEMBERS OF A HOUSEHOLD MAY USE CERTAIN OBJECTS (COOKING APPLIANCES, BEDS, ETC.), IT'S UP TO YOU TO PROVIDE OBJECTS AND COURTESIES THAT ALLOW YOUR VISITORS TO FEED THEIR MOTIVES.



KEEP THE FOOD COMING AND MEET ALL THEIR NEEDS, AND GUESTS WILL STAY TO THE WEE HOURS.

***HUNGER: SERVE A MEAL WITH MULTIPLE PORTIONS. IT COSTS MORE, BUT THIS WILL MAKE SIX PLATES OF FOOD, MORE THAN ENOUGH FOR A SMALL GATHERING OF HUNGRY SIMS.**

***ENERGY: EQUIP YOUR HOUSE WITH OBJECTS THAT SUPPLY ENERGY WITHOUT SLEEP. THE BEST BET IS A COFFEE MACHINE, BUT THERE ARE OTHER MORE EXOTIC POSSIBILITIES.**

***COMFORT: PROVIDE LOTS OF COMFY PLACES TO SIT.**

***HYGIENE: YOUR GUESTS' HYGIENE NEEDS CAN BE MET WITH SINKS FOR HAND WASHING. ALTERNATIVELY, YOUR GUESTS WILL FOLLOW YOU INTO THE HOT TUB IF YOU GO IN FIRST TO SET THE MOOD.**

***SOCIAL: YOU PROVIDE THIS BY INTERACTING WITH YOUR GUESTS. GUESTS CAN ALSO SATISFY THEIR SOCIAL MOTIVE BY JOINING A GROUP TALK OBJECT INTERACTION, SUCH AS THE TV, AIR HOCKEY TABLE, OR THE HOT TUB.**

***BLADDER: MAKE SURE THE TOILETS ARE EASILY ACCESSIBLE IN ROOMY BATHROOMS. MORE THAN ONE BATHROOM CAN'T HURT.**

***FUN: FURNISH YOUR HOUSE WITH FUN ACTIVITIES. EVEN BETTER, MAKE THEM GROUP ACTIVITIES SO YOU CAN SOCIALIZE WITH YOUR GUESTS WHILE YOU BOTH FUEL FUN. VISITORS WILL USE MANY OBJECTS ON THEIR OWN INITIATIVE BUT MUST BE INVITED BY A FAMILY MEMBER TO GET INTO JOINABLE ACTIVITIES.**

***ROOM: KEEP MESSES TO A MINIMUM AND DECORATE YOUR HOME WITH STRONG ROOM SCORE-ENHANCING OBJECTS. MAKE SURE YOU HAVE PLENTY OF OBJECTS D'ARTE, AND KEEP THOSE TRASH CANS PLENTIFUL AND ACCESSIBLE.**



VISITORS WON'T TURN ON THE TV BY THEMSELVES. DO IT FOR THEM BEFORE THEY ARRIVE SO YOU WON'T NEED TO BREAK STRIDE GREETING GUESTS.

Propose Marriage/Move In

IN FREE PLAY MODE, YOU CAN ADD A ROOMMATE BY EITHER PROPOSING MARRIAGE OR INVITING SOMEONE TO MOVE IN.

NOTES

PROPOSALS ONLY APPLY TO SIMS WHO DON'T ALREADY LIVE IN YOUR HOME. THUS, IF YOU FALL IN LOVE WITH AN EXISTING ROOMMATE, YOU WON'T EVER GET THE OPPORTUNITY TO ACTUALLY PROPOSE; YOU ARE EFFECTIVELY ALREADY MARRIED. THEREFORE, YOU CAN HAVE KIDS WITHOUT GOING THROUGH THE QUICK SIM MARRIAGE CEREMONY. THINK OF IT AS COMMON LAW MARRIAGE, SIM STYLE.

THE PROPOSAL INTERACTION APPEARS ONCE TWO SIMS OF OPPOSITE GENDER ACHIEVE LOVE ON *BOTH* SIDES AND ONLY IF YOUR SIM IS AT HIS OR HER HOME. A PROPOSAL WILL BE ACCEPTED IF:

- *THE OTHER SIM IS IN LOVE WITH YOUR SIM**
- *THE OTHER SIM'S MOOD IS ABOVE 35**
- *THERE IS SPACE IN YOUR HOUSEHOLD (LESS THAN FOUR SIMS)**

THEY GET MARRIED ON THE SPOT, AND THERE'S A NEW SIM LIVING IN YOUR HOUSE. LET FAMILY LIFE BEGIN.

MOVE IN INVITATIONS WORK SIMILARLY BUT CAN BE MADE TO EITHER GENDER. IF YOUR SIM IS AT HOME, YOU CAN INVITE ANOTHER SIM TO MOVE IN IF THE RELATIONSHIP IS ABOVE 60. THE OTHER SIM WILL ACCEPT IF:

- *THE OTHER SIM'S RELATIONSHIP SCORE TOWARD YOUR SIM IS ALSO ABOVE 60**
- *THE OTHER SIM'S MOOD IS ABOVE 35**
- *THERE IS SPACE IN YOUR HOUSEHOLD (LESS THAN FOUR SIMS)**

Social Interaction

SOCIAL INTERACTION IS A GAME ALL TO ITSELF WITH COMPLEX RULES AND SUBTLE NUANCES. FORTUNATELY, YOU CAN SUCCEED WITH JUST A BIT OF INFORMATION AND SOME COMMON SENSE.



THERE ARE SEVERAL WAYS TO TELL IF AN INTERACTION IS GOING WELL. IF AN INTERACTION ADDS TO RELATIONSHIP SCORE, GREEN PLUS SIGNS APPEAR ON EACH SIM WHO BENEFITS (TWO PLUS SIGNS IF THERE'S A BIG EFFECT). ON THE OTHER HAND, IF THINGS DON'T GO WELL, RED MINUS SIGNS APPEAR.

IT'S GOING WELL—VERY WELL, INDEED.

SIMS' BODY LANGUAGE AND SPEECH ARE ALSO WAYS TO DIVINE HOW THINGS ARE GOING. SIMS USUALLY MAKE NO BONES ABOUT IT WHEN THEY'RE DISPLEASED OR THRILLED OR APATHETIC; YOU SEE IT IN THEIR GESTURES. YOU WILL ALSO COME TO UNDERSTAND THE GIBBERISH CALLED "SIM SPEAK"—THE INTONATION PROVIDES A BIG CLUE HOW A SIM FEELS.

Conversation

THE MOST RELIABLE INTERACTION IS TALKING. IT ISN'T THE MOST LUCRATIVE IN TERMS OF FAST RELATIONSHIP GROWTH, BUT IT RARELY DOES DAMAGE AND IT'S EFFICIENT AT DOING THE JOB. FEEL FREE TO TALK

MAKING FRIENDS AND INFLUENCING SIMS

EXCLUSIVELY WITH A NEW SIM UNTIL YOU'VE SET THE RELATIONSHIP'S FOUNDATION.

HOW TALKING WORKS IS A BIT OUT OF YOUR CONTROL. WHEN YOU CREATE SIMS, THEY'RE ASSIGNED A RANDOM SET OF INTERESTS, THINGS THEY LIKE TO TALK ABOUT TO VARYING DEGREES. THERE'S NO WAY FOR YOU TO VIEW THESE EXCEPT TO WATCH THEM IN CONVERSATION AND DEDUCE WHAT THEY LIKE TO TALK ABOUT.

OTHER SIMS HAVE THEIR OWN SETS OF INTERESTS TOO. WHEN SIMS TALK, THEY TAKE TURNS TALKING ABOUT SUBJECTS THAT INTEREST THEM. IF THE OTHER SIM IS INTO THE SAME THING, THE TALK WILL GENERATE POSITIVE RELATIONSHIP AND SOCIAL MOTIVE SCORES. IF THE OTHER SIM IS NEUTRAL ON THE TOPIC, THERE'LL BE NO EFFECT. TOTAL DISINTEREST IN A TOPIC RESULTS IN A SMALL NEGATIVE EFFECT.

NOTES

KIDS HAVE SPECIAL TOPICS OF CONVERSATION THAT THEY USE WITH EACH OTHER AND ADULTS.

SINCE THIS IS COMPLETELY OUT OF YOUR CONTROL, THERE ISN'T MUCH YOU CAN DO STRATEGICALLY TO MAKE TALKING MORE EFFECTIVE. YOU CAN, HOWEVER, OBSERVE CONVERSATION AND DISCOVER FROM HOW WELL A CONVERSATION GOES WHETHER YOUR SIM HAS THINGS IN COMMON WITH ANOTHER SIM. IF NOT, FORGET TALKING AND USE OTHER INTERACTIONS TO BUILD THE RELATIONSHIP. IF SO, TALK LIBERALLY.

Group Talk

WITH CERTAIN GROUP OBJECTS (TVs, HOT TUBS, ETC.) AND MEALS, SIMS CONVERSE IN A GROUP. IN GROUP DISCUSSION, THERE ARE FEW NEGATIVE EFFECTS, SO YOU CAN'T DO MUCH DAMAGE IF THINGS GO WRONG.



IF YOU'RE HAVING TROUBLE MAKING FRIENDS WITH INCOMPATIBLE SIMS, GET THEM INTO THE HOT TUB OR AROUND THE DINNER TABLE FOR SOME GROUP TALK. YOU CAN SEE WHAT THEIR INTERESTS ARE AND BUILD THE RELATIONSHIP WITHOUT ANY LARGELY NEGATIVE CONSEQUENCES.

Social Interaction Variables

NOTES

MOST INTERACTIONS ARE UNLOCKED BY EVENTS IN BUST OUT MODE AND WON'T APPEAR FOR YOUR USE UNTIL YOU FIND THEM. CONSULT THE LIST LATER IN THIS SECTION FOR DETAILS.

WHETHER INTERACTIONS APPEAR ON YOUR MENU AND HOW THEY'RE RECEIVED DEPEND ON SEVERAL FACTORS.

- ***MOOD (M):** A SIM'S CURRENT OVERALL MOOD.
- ***GENDER (G):** "PROPOSE" IS ONLY AVAILABLE WHEN THE OTHER SIM IS OF THE OPPOSITE SEX.
- ***RELATIONSHIP SCORE (REL):** MANY TRIGGERS AND OUTCOMES DEPEND ON THE RELATIONSHIP SCORE HELD BY EACH PARTICIPANT. TRIGGERS TEND TO LOOK TO THE INITIATOR'S

RELATIONSHIP SCORE WHILE REACTIONS TEND TO CHECK THE RECIPIENT'S SCORE. WHERE THIS ISN'T THE CASE, WE'LL NOTE IT.

- ***OUTGOING/SHY (OUT):** HOW HIGH OR LOW THE SIM'S OUTGOING/SHY SCORE IS.
- ***PLAYFUL/SERIOUS (PLAY):** HOW HIGH OR LOW THE SIM'S PLAYFUL/SERIOUS SCORE IS.
- ***NICE/GROUCHY (NICE):** HOW HIGH OR LOW THE SIM'S NICE/GROUCHY SCORE IS.
- ***NEAT/SLOPPY (NEAT):** HOW HIGH OR LOW THE SIM'S NEAT/SLOPPY SCORE IS.
- ***ACTIVE/LAZY (ACTIVE):** HOW HIGH OR LOW THE SIM'S ACTIVE/LAZY SCORE IS.
- ***FRIEND (F):** WHETHER A SIM'S RELATIONSHIP SCORE TOWARD THE OTHER SIM IS ABOVE 50.
- ***LOVE (L):** WHETHER A SIM IS IN LOVE WITH THE OTHER SIM.
- ***AGE (AGE):** WHETHER THE SIM IS AN ADULT OR CHILD. MANY INTERACTIONS ARE LIMITED TO ADULTS ONLY, ADULT TO KID, AND KID TO KID (SEE FOLLOWING TABLE).
- ***SOCIAL (SOC):** A SIM'S CURRENT LEVEL OF SOCIAL MOTIVE.
- ***HYGIENE (HYG):** A SIM'S CURRENT LEVEL OF HYGIENE MOTIVE.
- ***ENERGY (ENG):** A SIM'S CURRENT LEVEL OF ENERGY MOTIVE.
- ***FUN (FUN):** A SIM'S CURRENT LEVEL OF FUN MOTIVE.
- ***VISITOR (V):** WHETHER THE OTHER SIM IS A VISITOR OR FAMILY MEMBER.
- ***MONEY (\$):** HOW MUCH MONEY THE SIM HAS AVAILABLE.

Kid Interactions

INTERACTION	KID AVAILABILITY (K=KID, A=ADULT)
ATTACK	K-K
BRAG	K-K, A-K, K-A
CALL OVER	K-K, A-K, K-A
CHEER UP	K-K, A-K, K-A
ENTERTAIN	K-K, A-K, K-A
GIVE GIFT	K-K, A-K, K-A
GIVE HORSE RIDE	A-K
HUG	K-K, A-K, K-A
INSULT	K-K, A-K, K-A
JOKE	K-K, A-K, K-A
PLAY MONSTERS	K-K
PLAY TAG	K-K
PULL MY FINGER	A-K, K-K
SAY GOODBYE	A-K, K-K
SCARE	K-K, A-K, K-A
TALK	K-K, A-K, K-A
TEASE	K-K, A-K, K-A
TICKLE	K-K, A-K, K-A
TICKLE CRAZY	A-K

Factors Affecting Interaction Availability and Outcome

INTERACTION	APPEARANCE ON MENU	OUTCOME
BRAG ABOUT MUSCLES	REL, MOOD, OUT, ACTIVE	MOOD, ACTIVE, OUT
AIR KISS	REL, MOOD, NICE, PLAY	PLAY, MOOD, OUT, REL
APOLOGIZE	REL	MOOD
SLAP	AGE, NICE, MOOD, REL	NICE, MOOD
ATTACK	AGE, NICE, MOOD, REL	BODY
BARNYARD TAUNT	OUT, MOOD, PLAY, REL	NICE, OUT, PLAY, REL, MOOD
BEAR HUG	MOOD, OUT, REL, MOOD	ENG, MOOD, REL, NICE
BOOTY SPANK	OUT, MOOD, PLAY, REL	OUT, MOOD, PLAY, REL
BOOTY TEASE	OUT, MOOD, PLAY, REL	OUT, PLAY, MOOD, REL
BRAG	NICE, OUT, SOC, REL	REL, MOOD
BRAG ABOUT MONEY	NICE, NEAT, MOOD, REL	NICE, NEAT, MOOD, REL
SHOW OFF MUSCLES	OUT, REL, ACTIVE	OUT, ACTIVE, MOOD, REL
BREAK DANCE	PLAY, ACTIVE, REL, MOOD	PLAY, MOOD, REL
BURP IN FACE	NICE, OUT, FUN, REL, MOOD	OUT, NICE, REL, MOOD
CHEER UP	F, MOOD (OF RECIPIENT), NICE	REL
COMPLIMENT	AGE, NICE, OUT, MOOD, REL	RELATIONSHIP, MOOD
COO COO!	NICE, NEAT, MOOD, REL	PLAY, OUT, NICE, MOOD, REL
DANCE	AGE, MOOD, OUT, REL	REL, OUT, MOOD
DANCE DIRTY	REL, MOOD, ENG, OUT, NEAT	REL, MOOD, HYG (INITIATOR), ENG, OUT, NEAT
DO MAGIC TRICK	REL, MOOD, OUT, PLAY	PLAY, MOOD, REL
ENTERTAIN	SOC, OUT, PLAY, MOOD, REL	PLAY, REL
JOKE	PLAY, MOOD, REL	PLAY, MOOD, REL
FAKE OUT	PLAY, NICE, REL, MOOD	PLAY, NEAT, REL, MOOD
FEATHER TICKLE	PLAY, NEAT, MOOD, REL	PLAY, OUT, NEAT, MOOD, REL
FLIP	MOOD, REL, ACTIVE, PLAY	MOOD, REL, ACTIVE, PLAY
FLIRT	AGE, SOC, OUT, MOOD, REL, L	REL, MOOD
FORCE TO SLAP SELF	PLAY, NICE, REL, MOOD	PLAY, MOOD, OUT, REL
FRENCH KISS	OUT, MOOD, REL, FUN	PLAY, MOOD, OUT, REL
GIVE BACK RUB	AGE, NICE, MOOD, REL, OUT	REL, OUT
GIVE GIFT	V, \$, N, MOOD, REL	REL, MOOD
GIVE HORSIE RIDE	REL, MOOD, AGE	REL, MOOD
GIVE MONEY	\$, MOOD, REL	OUT, NICE, REL, MOOD
GIVE NUGGIE	PLAY, NICE, REL, MOOD	PLAY, NICE, MOOD, REL
HUG	AGE, OUT, MOD, REL	REL, OUT, MOOD
HYPNOTIZE	PLAY, OUT, MOOD, REL	MOOD, REL, OUT, NICE, PLAY
IMITATE	PLAY, NICE, REL, MOOD	PLAY, NICE, MOOD, REL
INSULT	NICE, MOOD, REL	NICE
KARATE CHOP	ACTIVE, PLAY, REL, MOOD	ACTIVE, PLAY, MOOD, REL
KISS HAND	OUT, NEAT, REL, MOOD	OUT, NEAT, REL, MOOD
KISS	MOOD, REL, AGE	REL, MOOD
KISS ROMANTICALLY	OUT, NEAT, REL, MOOD	OUT, ACTIVE, MOOD, REL
MOON WALK	ACTIVE, PLAY, REL, MOOD	PLAY, MOOD, REL
NAG ABOUT FRIENDS	NICE, REL, MOOD	OUT, NICE, REL, MOOD
NAG ABOUT HOUSE	NICE, NEAT, MOOD, REL	MOOD, NICE, REL, NEAT
PLAY MONSTERS	AGE, MOOD, REL	AGE, MOOD, REL
PLAY TAG	AGE	ALWAYS ACCEPTED
PROPOSITION—GET MARRIED	G, AT HOME, L, MOOD, REL, V	L, MOOD, REL
PROPOSITION—MOVIE IN WITH	AT HOME, REL, V	L, MOOD, REL
PULL MY FINGER	PLAY, MOOD, REL	OUT, NICE, PLAY, REL, MOOD
SERENADE	CREATIVE, MOOD, OUT, REL	OUT, MOOD, REL
SISSY FIGHT	MOOD, REL, NICE, OUT	OUT, MOOD, NICE, REL
SLOW DANCE	REL, MOOD, ENG, OUT, NICE	REL, MOOD, HYG (INITIATOR), ENG, OUT, NICE
SMOOTH TALK	PLAY, NICE, REL, MOOD	PLAY, NICE, MOOD, REL
SNAP OUT OF IT!	MOOD (OF RECIPIENT), REL, NICE, PLAY	MOOD, REL, OUT, ACTIVE
TALK	MOOD, REL	OUT, TOPICS
SCARE	NICE, MOOD, PLAY, REL	PLAY, MOOD
TEASE	NICE, MOOD, REL	REL, MOOD
TELL DIRTY JOKE	NEAT, PLAY, REL, MOOD	REL, MOOD, NEAT, NICE, PLAY
TELL LIES	ACTIVE, REL, NEAT	ALWAYS ACCEPTED
TELL SECRETS	OUT, NEAT, REL, MOOD	OUT, PLAY, MOOD, REL
TELL STORY	PLAY, OUT, MOOD, REL	50% CHANCE MODIFIED BY INTEREST NUMBERS

MAKING FRIENDS AND INFLUENCING SIMS

INTERACTION	APPEARANCE ON MENU	OUTCOME
TICKLE	SOC, OUT, PLAY, ACTIVE, MOOD, REL	REL, PLAY
TICKLE CRAZY!	AGE, REL, MOOD	REL, MOOD
TOWEL SNAP	PLAY, MOOD, REL, ACTIVE	PLAY, MOOD, REL, ACTIVE
USE "SIGN LANGUAGE"	NICE, NEAT, MOOD, REL	NICE, NEAT, MOOD
WHINE AND COMPLAIN	NICE, NEAT, MOOD, REL	NICE, NEAT, MOOD, REL
WOLF WHISTLE	OUT, NEAT, REL, MOOD	MOOD, REL, NICE, OUT, NEAT

Unlockable Interactions

INTERACTION	HOUSE	BEFRIEND SIM (REL > 50)
ADMIRE BODY	CLUB RUBB	—
AIR KISS	STUDIO 8	—
BARNYARD TAUNT	PIXEL ACRES	—
BEAR HUG	—	MAX TOANE
BOOTY SPANK	—	PAISLEY RAINBOW
BOOTY TEASE	CLUB RUBB	—
BRAG ABOUT MONEY	—	MIMI LANDGRABB
BRAG ABOUT MUSCLES	TOANE'S GYM	—
BREAK DANCE	—	BING BLING
BURP IN FACE	—	DUDLEY LANDGRABB
COO COO!	—	VAUGHN BRAUN
DANCE DIRTY	—	MONA LOTT
DO MAGIC TRICK	GOTH MANOR	—
FAKE OUT	—	ARTIE FISCHL
FEATHER TICKLE	—	YING YANGST
FLIP	THE OCTAGON	—
FORCE TO SLAP SELF	CASA CALIENTE	—
FRENCH KISS	—	RANDY HART
GIVE MONEY	MIMI'S HOUSE	—
GIVE NUGGIE	—	GOLDIE TOANE
GOSSIP	MIMI'S HOUSE	—
HYPNOTIZE	SHINY THINGS LABS	—
IMITATE	—	HUMPHREY HAWKS
KARATE CHOP	—	MAXINE POWERS
KISS HAND	—	MORTIMER GOTH
KISS ROMANTICALLY	CASA CALIENTE	—
MOON WALK	CLUB RUBB	—
NAG ABOUT FRIENDS	—	BELLA GOTH
NAG ABOUT HOUSE	DUDLEY'S TRAILER	—
PULL MY FINGER	DUDLEY'S TRAILER	—
SERENADE	DUDLEY'S TRAILER	—
SISSY FIGHT	STUDIO 8	—
SLOW DANCE	CLUB RUBB	—
SMOOTH TALK	—	FANNY ADORE
SNAP OUT OF IT!	—	GENERAL PAYNE
TELL DIRTY JOKE	CLUB RUBB	—
TELL LIES	—	CHARITY GRANT
TELL SECRETS	—	CHASE SKURTZ
TELL STORY	GOTH MANOR	—
TOWEL SNAP	TOANE'S GYM	—
USE "SIGN LANGUAGE"	MIMI'S HOUSE	—
WHINE AND COMPLAIN	—	MIKINO NADA
WOLF WHISTLE	CLUB RUBB	—

Social Interaction Outcomes

MOST SOCIAL INTERACTIONS HAVE SOME EFFECT ON RELATIONSHIP SCORE AND/OR SOCIAL MOTIVE. KNOWING WHICH TO USE AND WHEN IS IMPORTANT, BUT SO IS KNOWING WHAT'S AT STAKE IF YOU DO. FOR EXAMPLE, A PASSIONATE KISS HAS THE POTENTIAL TO IMPROVE A RELATIONSHIP BY 12 POINTS IF IT'S ACCEPTED BUT CAN COST YOU -15 IF YOU'VE MISREAD YOUR RECIPIENT AND GET REJECTED.



IT'S TOO SOON FOR A BACKRUB,
YOU FOOL!

THE OUTCOMES OF EVERY INTERACTION ARE LISTED IN THE FOLLOWING TABLE. THESE NUMBERS INCLUDE EFFECTS ON THE RELATIONSHIP SCORE AND SOCIAL MOTIVE FOR BOTH THE INITIATOR AND THE RECIPIENT. THEY CAN VARY WIDELY.

MANY INTERACTIONS HAVE MORE THAN TWO POSSIBLE REACTIONS. A JOKE, FOR EXAMPLE, CAN GET A UPROARIOUS LAUGH, A TEPID GIGGLE, OR AN OUTRIGHT BOO.

NOTES

AN ATTACK IS WON BY THE SIM WITH THE HIGHEST BODY SKILL.

Social Interaction Outcomes

INTERACTION/REACTION	INITIATOR RELATIONSHIP	INITIATOR SOCIAL	RECIPIENT RELATIONSHIP	RECIPIENT SOCIAL
ADMIRE BODY/ACCEPT	5	10	5	10
ADMIRE BODY/REJECT	-8	-10	-10	0
AIR KISS/ACCEPT	5	5	5	5
AIR KISS/REJECT	-5	2	-5	-3
APOLOGIZE/ACCEPT	10	15	10	15
APOLOGIZE/REJECT	-10	0	-10	0
ATTACK/WIN FIGHT	-5	10	-10	-20
ATTACK/LOSE FIGHT	-10	-20	-5	10
BARNYARD TAUNT/ACCEPT	5	10	5	8
BARNYARD TAUNT/REJECT	-5	2	-10	0
BEAR HUG/ACCEPT	9	10	8	10
BEAR HUG/REJECT	-15	2	-10	0
BOOTY SPANK/ACCEPT	12	12	12	12
BOOTY SPANK/REJECT	-12	-3	-12	-3
BOOTY TEASE/ACCEPT	10	10	12	8
BOOTY TEASE/REJECT	-10	2	-12	-12
BRAG/ACCEPT	5	13	5	7
BRAG/REJECT	-5	0	-5	0
BRAG ABOUT MONEY/REJECT	7	10	5	5
BRAG ABOUT MONEY/REJECT	-7	2	-7	0
BRAG ABOUT MUSCLES/REJECT	7	12	5	8
BRAG ABOUT MUSCLES/REJECT	-5	2	-5	0
BREAK DANCE/ACCEPT	7	9	7	9
BREAK DANCE/REJECT	-7	2	-7	0
BURP IN FACE/ACCEPT	-6	5	-10	-10
BURP IN FACE/REJECT	-8	2	-12	5
CALL OVER/ACCEPT	N/A	N/A	N/A	N/A
CALL OVER/REJECT	N/A	N/A	N/A	N/A
CHEER UP/ACCEPT	5	7	10	10
CHEER UP/NEUTRAL	0	5	0	5
CHEER UP/REJECT	-3	0	-10	0
COMPLIMENT/ACCEPT	5	5	5	11
COMPLIMENT/REJECT	-10	0	-7	0
COO COO!/ACCEPT	3	3	-8	0
COO COO!/REJECT	-3	2	5	5

MAKING FRIENDS AND INFLUENCING SIMS

INTERACTION/REACTION	INITIATOR RELATIONSHIP	INITIATOR SOCIAL	RECIPIENT RELATIONSHIP	RECIPIENT SOCIAL
DANCE/ACCEPT	8	13	10	13
DANCE/REJECT	-5	0	-5	0
DANCE DIRTY/ACCEPT	8	15	8	15
DANCE DIRTY/REJECT	-10	2	-7	0
DO MAGIC TRICK/ACCEPT	4	10	4	12
DO MAGIC TRICK/REJECT	-10	2	-7	0
ENTERTAIN/ACCEPT	4	7	8	13
ENTERTAIN/REJECT	-15	0	-7	0
FAKE OUT/ACCEPT	7	10	7	8
FAKE OUT/REJECT	0	2	-10	-7
FEATHER TICKLE/ACCEPT	12	12	12	12
FEATHER TICKLE/REJECT	-12	2	-12	-3
FLIP/ACCEPT	5	10	5	8
FLIP/REJECT	-5	2	-10	-5
FLIRT/ACCEPT	5	13	10	13
FLIRT/REJECT	-10	-17	-5	0
FORCE TO SLAP SELF/ACCEPT	10	10	12	8
FORCE TO SLAP SELF/ REJECT	-10	2	-12	-12
FRENCH KISS/ACCEPT	13	10	13	10
FRENCH KISS/REJECT	-10	0	-10	0
GIVE BACK RUB/ACCEPT	5	7	9	13
GIVE BACK RUB/REJECT	-7	0	-10	0
GIVE GIFT/ACCEPT	5	7	10	13
GIVE GIFT/REJECT	-15	0	-5	0
GIVE HORSIE RIDE/ACCEPT	8	8	8	8
GIVE HORSIE RIDE/REJECT	-5	0	-10	0
GIVE MONEY/ACCEPT	4	4	4	4
GIVE MONEY/REJECT	-2	2	-2	0
GIVE NUGGIE/ACCEPT	8	10	5	10
GIVE NUGGIE/REJECT	-10	2	-10	0
GOSSIP/ACCEPT	3	5	3	5
GOSSIP/REJECT	-2	2	-2	0
GREET	N/A	N/A	N/A	N/A
HUG/ACCEPT	7	15	8	15
HUG/NEUTRAL	2	7	4	7
HUG/REJECT	-10	0	-10	0
HYPNOTIZE/ACCEPT	8	10	7	10
HYPNOTIZE/REJECT	-5	2	-8	0
IMITATE/ACCEPT	0	3	-5	-4
IMITATE/REJECT	-5	3	-8	5
INSULT/CRY	5	0	-5	-5
INSULT/NEUTRAL	0	3	-5	-5
INSULT/ANGRY	-10	7	-14	-7
JOKE/LAUGH	5	13	7	13
JOKE/GIGGLE	2	7	3	7
JOKE/NEUTRAL	-6	0	-7	0
KARATE CHOP/ACCEPT	5	10	5	8
KARATE CHOP/REJECT	-5	3	-10	3
KISS HAND/ACCEPT	8	8	8	8
KISS HAND/REJECT	-8	2	-8	0
KISS ROMANTICALLY/ACCEPT	5	10	5	8
KISS ROMANTICALLY/REJECT	-5	3	-10	-3
KISS, FRIENDLY/ACCEPT	5	10	5	10
KISS, FRIENDLY/REJECT	-15	5	-10	0
KISS, PASSIONATE/ACCEPT	12	20	12	20
KISS, PASSIONATE/REJECT	-15	-5	-10	0
MOON WALK/ACCEPT	3	7	4	10
MOON WALK/REJECT	-7	-5	-7	0

INTERACTION/REACTION	INITIATOR RELATIONSHIP	INITIATOR SOCIAL	RECIPIENT RELATIONSHIP	RECIPIENT SOCIAL
NAG ABOUT FRIENDS/ACCEPT	3	4	3	4
NAG ABOUT FRIENDS/REJECT	-4	2	-8	-5
NAG ABOUT HOUSE/ACCEPT	3	4	3	4
NAG ABOUT HOUSE/REJECT	-4	2	-8	-5
PLAY MONSTERS/ACCEPT	5	6	5	6
PLAY MONSTERS/REJECT	-5	0	-5	0
PULL MY FINGER/ACCEPT	3	7	4	10
PULL MY FINGER/REJECT	-10	2	-7	0
SAY GOODBYE	N/A	N/A	N/A	N/A
SCARE/LAUGH	5	10	5	8
SCARE/ANGRY	-5	0	-10	0
SERENADE/ACCEPT	5	10	5	10
SERENADE/REJECT	-7	0	-10	0
SISSY FIGHT/ACCEPT	3	5	-3	0
SISSY FIGHT/REJECT	-5	2	-10	-5
SLAP/CRY	0	3	-20	-17
SLAP/SLAP BACK	-10	-7	-15	7
SLOW DANCE/ACCEPT	8	15	8	15
SLOW DANCE/REJECT	-10	2	-7	0
SMOOTH TALK/ACCEPT	8	8	8	8
SMOOTH TALK/REJECT	-8	2	-8	0
SNAP OUT OF IT!/ACCEPT	5	10	10	15
SNAP OUT OF IT!/REJECT	-2	2	-10	0
TALK/HIGH INTEREST	3	5	3	5
TALK/LIKE TOPIC	3	5	3	5
TALK/DISLIKE TOPIC	-3	3	-3	3
TALK/HATE TOPIC	-3	3	-3	3
TALK/GROUP	1	8	1	8
TEASE/GIGGLE	5	7	5	7
TEASE/CRY	-4	0	-13	-7
TELL DIRTY JOKE/ACCEPT	7	8	7	8
TELL DIRTY JOKE/REJECT	-5	2	-10	0
TELL LIES/ACCEPT	3	5	3	5
TELL LIES/REJECT	-3	0	-3	-3
TELL SECRETS/ACCEPT	4	5	4	5
TELL SECRETS/REJECT	-4	2	-6	0
TELL STORY/ACCEPT	3	3	3	3
TELL STORY/REJECT	0	2	0	0
TICKLE/ACCEPT	5	13	8	13
TICKLE/REJECT	-5	0	-8	0
TICKLE CRAZY/ACCEPT	8	8	8	8
TICKLE CRAZY/REJECT	-5	2	-10	-3
TOWEL SNAP/ACCEPT	5	10	-5	3
TOWEL SNAP/REJECT	-5	3	-10	-3
TRADE UNLOCKS	N/A	1	N/A	1
USE "SIGN LANGUAGE"/ACCEPT	-8	3	-8	-3
USE "SIGN LANGUAGE"/REJECT	-3	3	-3	3
WHINE AND COMPLAIN/ACCEPT	10	10	5	5
WHINE AND COMPLAIN/REJECT	-8	2	-8	0
WOLF WHISTLE/ACCEPT	5	10	5	10
WOLF WHISTLE/REJECT	NONE	NONE	NONE	NONE

MAKING FRIENDS AND INFLUENCING SIMS

Making Babies, the Hazards of Hardcore Socializing

WELL, PERHAPS "HAZARDS" IS TOO STRONG A WORD, BUT IT IS ONE OF THE POSSIBLE GOALS (IF YOU'RE BENT IN THAT DIRECTION). TO BE A GOOD PARENT, YOU MUST KNOW WHAT'S EXPECTED OF YOU.

THERE ARE THREE WAYS TO GET A CHILD.

- *LOVIN':** THE PASSIONATE KISS IS NOTHING BUT TROUBLE. EVERY TIME TWO MEMBERS OF THE SAME HOUSEHOLD KISS PASSIONATELY, THERE'S A ONE-IN-FIVE CHANCE THAT YOU'LL BE OFFERED THE OPPORTUNITY TO PROCREATE. IT'S YOUR CHOICE TO ACCEPT IT OR NOT.
- *ADOPTION:** IF A HOUSE CONTAINS TWO SIMS IN LOVE, THERE'S A RANDOM CHANCE OF GETTING A PHONE CALL INVITING YOU TO ADOPT A BABY. YOU MAY ACCEPT OR REJECT.
- *THE LOVE BED:** IF TWO CONSENTING SIM ADULTS SHARE A VIBROMATIC HEART BED AND USE THE "PLAY IN BED" INTERACTION, THERE'S A ONE-IN-EIGHT CHANCE OF BEING OFFERED A CHILD. YOU MAY ACCEPT OR DECLINE.



INSTANT OFFSPRING, ADD SMOUCHES AND STIR.

ONCE YOU CHOOSE TO HEAD DOWN THIS ROAD, THE BASSINET INSTANTLY APPEARS WHERE THE DECISION WAS MADE (IT CAN ONLY BE MOVED IN BUY MODE). THE BABY WITHIN IS OF RANDOM GENDER AND HAS A PERSONALITY BASED ON ITS PARENTS (EVEN IF IT'S ADOPTED).

A BABY ISN'T QUITE A SIM ITSELF YET; IT'S MORE OF A SPECIAL OBJECT WITH THREE INTERACTIONS: "FEED," "SING TO," AND "PLAY WITH." YOU MUST DIRECT YOUR SIMS TO DO THE FIRST TWO BUT NOT THE LAST (EVEN VISITORS WILL PLAY WITH THE BABY FOR FUN).

BABIES HAVE ONLY TWO MOTIVES (THOUGH YOU CAN'T SEE THEIR LEVELS): HUNGER AND ENERGY. AS EACH DEPLETES, THEY BEGIN TO CRY.

NOTES

HOW IS A CRYING BABY LIKE A TV? IT WAKES UP ADULTS IN THE SAME ROOM (BUT NOT OTHER KIDS). PUT THE BABY IN A ROOM NEXT DOOR SO YOU ONLY HAVE TO ROUST ONE SIM FOR OVERNIGHT FEEDINGS.



FEEDING THE BABY SATISFIES ITS HUNGER MOTIVE WHILE SLEEPING AND PLAYING REPLENISH ITS ENERGY.

HUNGER IS SATISFIED BY FEEDING (EVERY FOUR HOURS), AND ENERGY IS REPLENISHED BY PUTTING THE BABY TO BED OR (TO A LESSER EXTENT) SINGING TO OR PLAYING WITH IT. BABIES NEED TO REST EVERY FOUR HOURS AND WILL SLEEP FOR SIX HOURS TO WAKE FULLY REFRESHED. IF THE BABY IS AT 0 ENERGY (CRYING LOUDLY), SINGING WILL PUT IT TO SLEEP WHILE PLAYING WILL HAVE NO EFFECT.

Losing the Baby

IF A BABY'S HUNGER MOTIVE IS AT 0 FOR MORE THAN 60 SIM MINUTES, A SOCIAL WORKER ARRIVES AT THE DOOR AND TAKES THE CHILD. SHE WILL NOT BE DISSUADED.

Baby to Kid

IF ALL THIS SEEMS LIKE A LOT OF RESPONSIBILITY, RELAX; IT ONLY LASTS THREE DAYS. AFTER THAT, THE BABY BECOMES A FULL-FLEDGED KID WHOM YOU CAN CONTROL LIKE ANY OTHER SIM. KIDS CAN ONLY BE TAKEN AWAY IF THEIR SCHOOL GRADES ARE BAD, SO READ UP ON EDUCATION IN THE "SKILLS AND CAREERS" SECTION.

WHEN THE BABY BECOMES A KID, HIS OR HER PERSONALITY AND INTERESTS ARE FLESHED OUT BASED ON ONE OR AN AVERAGE OF BOTH PARENTS' VALUES. THEY ALSO HAVE RANDOMLY ASSIGNED (BUT UNCHANGEABLE) SKILLS THAT DICTATE HOW WELL THEY PAINT OR PLAY PIANO OR BASKETBALL.



YOUR SIMS AND NEIGHBORS

IN THE *THE SIMS BUSTIN' OUT*, A STRANGER IS JUST A FRIEND YOU HAVEN'T MET. THE WORLD IS FULL OF SIMS READY TO BE YOUR FRIEND OR ROOMMATE. THERE ARE ALSO SIMS WHO LIVE TO SERVE, TO MAKE YOUR LIFE BETTER OR PUNISH YOU WHEN YOU GO ASTRAY.

THE KEY TO BEFRIENDING SIM NPCs IS TO KNOW THEIR PERSONALITIES. KNOW THESE NUMBERS AND YOU'LL KNOW IN ADVANCE WHICH INTERACTIONS WILL LIKELY WORK AND WHICH WON'T. DO A LITTLE HOMEWORK ON AN NPC BEFORE YOU INTERACT AND YOU'LL KNOW HOW TO BEFRIEND HIM OR HER IN RECORD TIME.

THERE ARE THREE KINDS OF NPCs: ROOMMATE, FREE PLAY, AND SERVICE.

Roommate NPCs

ROOMMATE NPCs ARE THE ONES YOU ENCOUNTER AS ROOMMATES AND VISITORS IN BUST OUT MODE. THEY HAVE FULLY DEVELOPED PERSONALITIES, SKILLS, HOMES, AND SIGNATURE SOCIAL MOVES (THAT YOU CAN LEARN BY BEFRIENDING THEM).

MEETING A SIM FOR THE FIRST TIME UNLOCKS SOME ITEM OF THAT SIM'S ATTIRE IN CREATE-A-SIM MODE. YOU CAN INCORPORATE THESE UNLOCKED ELEMENTS EACH TIME YOU LOAD A SAVED GAME.

ADDITIONALLY, EACH NPC HAS A SIGNATURE SOCIAL INTERACTION THAT IS INITIALLY UNAVAILABLE TO YOU. TO UNLOCK IT, YOU MUST ELEVATE YOUR RELATIONSHIP WITH THAT SIM TO 50 OR ABOVE. ONCE YOU UNLOCK THESE SOCIAL INTERACTIONS, THEY ARE ALSO AVAILABLE FOR OTHER SIMS TO USE.

NOTES

FOR MORE UNLOCKABLE SOCIAL INTERACTIONS, SEE THE "MAKING FRIENDS AND INFLUENCING SIMS" SECTION.

Artie Fischl

HOME: STUDIO 8

Personality Skills

*NEAT: 10	*BODY: 1
*OUTGOING: 5	*CHARISMA: 1
*ACTIVE: 0	*COOKING: 5
*PLAYFUL: 5	*CREATIVE: 1
*NICE: 5	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*FAKE OUT



Bella Goth

HOME: GOTH MANOR

Personality Skills

*NEAT: 7	*BODY: 2
*OUTGOING: 3	*CHARISMA: 3
*ACTIVE: 5	*COOKING: 3
*PLAYFUL: 3	*CREATIVE: 7
*NICE: 7	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*NAG ABOUT FRIENDS



Bing Bling

HOME: CLUB RUBB

Personality Skills

*NEAT: 0	*BODY: 2
*OUTGOING: 7	*CHARISMA: 4
*ACTIVE: 7	*COOKING: 3
*PLAYFUL: 6	*CREATIVE: 2
*NICE: 5	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*BREAK DANCE



Charity Grant

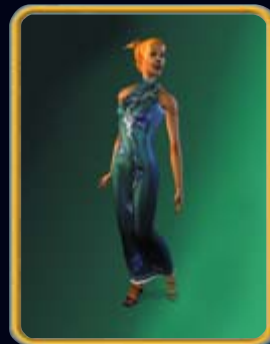
HOME: STUDIO 8

Personality Skills

*NEAT: 0	*BODY: 1
*OUTGOING: 0	*CHARISMA: 1
*ACTIVE: 0	*COOKING: 5
*PLAYFUL: 10	*CREATIVE: 5
*NICE: 10	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*TELL LIES



Chase Skurtz

HOME: PIXEL ACRES

Personality Skills

*NEAT: 0	*BODY: 2
*OUTGOING: 10	*CHARISMA: 4
*ACTIVE: 0	*COOKING: 8
*PLAYFUL: 10	*CREATIVE: 2
*NICE: 5	*LOGIC: 0
	*MECHANICAL: 2

Signature Social Interaction

*TELL SECRET



YOUR SIMS AND NEIGHBORS

Dudley Landgrabb

HOME: DUDLEY'S TRAILER

Personality Skills

*NEAT: 0 *BODY: 0
 *OUTGOING: 10 *CHARISMA: 0
 *ACTIVE: 5 *COOKING: 10
 *PLAYFUL: 10 *CREATIVE: 0
 *NICE: 0 *LOGIC: 0
 *MECHANICAL: 0

Signature Social Interaction

*BURP IN FACE



Humphrey Hawks

HOME: TINSEL BLUFFS

Personality Skills

*NEAT: 0 *BODY: 3
 *OUTGOING: 5 *CHARISMA: 7
 *ACTIVE: 3 *COOKING: 3
 *PLAYFUL: 10 *CREATIVE: 2
 *NICE: 0 *LOGIC: 0
 *MECHANICAL: 0

Signature Social Interaction

*IMITATE



Fannie Adore

HOME: TINSEL BLUFFS

Personality Skills

*NEAT: 10 *BODY: 3
 *OUTGOING: 0 *CHARISMA: 7
 *ACTIVE: 0 *COOKING: 3
 *PLAYFUL: 0 *CREATIVE: 2
 *NICE: 0 *LOGIC: 0
 *MECHANICAL: 0

Signature Social Interaction

*SMOOTH TALK



Malcolm Landgrabb

HOME: MALCOLM'S MANSION

Personality Skills

*NEAT: 7 *BODY: 3
 *OUTGOING: 10 *CHARISMA: 2
 *ACTIVE: 0 *COOKING: 0
 *PLAYFUL: 0 *CREATIVE: 8
 *NICE: 0 *LOGIC: 0
 *MECHANICAL: 5

Signature Social Interaction

*NONE



General Payne

HOME: THE OCTAGON

Personality Skills

*NEAT: 10 *BODY: 5
 *OUTGOING: 10 *CHARISMA: 2
 *ACTIVE: 0 *COOKING: 3
 *PLAYFUL: 0 *CREATIVE: 0
 *NICE: 0 *LOGIC: 8
 *MECHANICAL: 4

Signature Social Interaction

*SNAP OUT OF IT!



Mikino Nada

HOME: SHINY THINGS LABS

Personality Skills

*NEAT: 0 *BODY: 0
 *OUTGOING: 5 *CHARISMA: 1
 *ACTIVE: 7 *COOKING: 3
 *PLAYFUL: 8 *CREATIVE: 2
 *NICE: 5 *LOGIC: 4
 *MECHANICAL: 2

Signature Social Interaction

*WHINE AND COMPLAIN



Goldie Toane

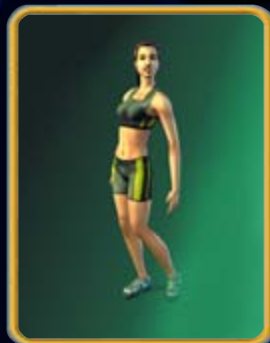
HOME: TOANE'S GYM

Personality Skills

*NEAT: 8 *BODY: 7
 *OUTGOING: 0 *CHARISMA: 1
 *ACTIVE: 8 *COOKING: 3
 *PLAYFUL: 0 *CREATIVE: 0
 *NICE: 9 *LOGIC: 0
 *MECHANICAL: 0

Signature Social Interaction

*NUGGIE



Max Toane

HOME: TOANE'S GYM

Personality Skills

*NEAT: 4 *BODY: 6
 *OUTGOING: 8 *CHARISMA: 1
 *ACTIVE: 8 *COOKING: 3
 *PLAYFUL: 5 *CREATIVE: 0
 *NICE: 0 *LOGIC: 0
 *MECHANICAL: 0

Signature Social Interaction

*BEAR HUG



Maxine Powers

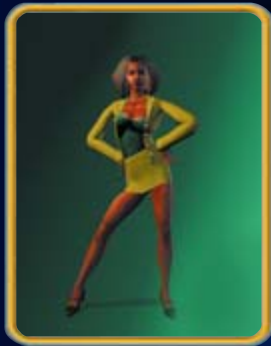
HOME: THE OCTAGON

Personality Skills

*NEAT: 10	*BODY: 3
*OUTGOING: 10	*CHARISMA: 4
*ACTIVE: 5	*COOKING: 3
*PLAYFUL: 0	*CREATIVE: 4
*NICE: 0	*LOGIC: 7
	*MECHANICAL: 8

Signature Social Interaction

*KARATE CHOP



Mimi Landgrabb

HOME: MIMI'S PLACE

Personality Skills

*NEAT: 7	*BODY: 0
*OUTGOING: 10	*CHARISMA: 0
*ACTIVE: 5	*COOKING: 10
*PLAYFUL: 10	*CREATIVE: 0
*NICE: 0	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*BRAG ABOUT MONEY



Mom

HOME: MOM'S HOUSE

Personality Skills

*NEAT: 9	*BODY: 0
*OUTGOING: 7	*CHARISMA: 0
*ACTIVE: 8	*COOKING: 10
*PLAYFUL: 8	*CREATIVE: 0
*NICE: 7	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*NAG ABOUT HOUSE



Mona Lott

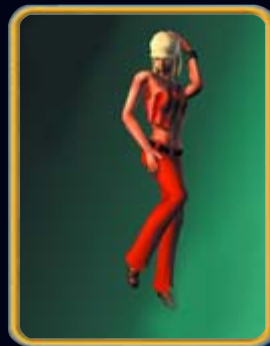
HOME: CLUB RUBB

Personality Skills

*NEAT: 0	*BODY: 1
*OUTGOING: 7	*CHARISMA: 2
*ACTIVE: 7	*COOKING: 3
*PLAYFUL: 6	*CREATIVE: 6
*NICE: 5	*LOGIC: 0
	*MECHANICAL: 0

Signature Social Interaction

*DANCE DIRTY



Mortimer Goth

HOME: GOTH MANOR

Personality Skills

*NEAT: 4	*BODY: 0
*OUTGOING: 6	*CHARISMA: 1
*ACTIVE: 4	*COOKING: 3
*PLAYFUL: 7	*CREATIVE: 7
*NICE: 4	*LOGIC: 2
	*MECHANICAL: 2

Signature Social Interaction

*KISS HAND



Paisley Rainbow

HOME: CASA CALIENTE

Personality Skills

*NEAT: 0	*BODY: 1
*OUTGOING: 5	*CHARISMA: 2
*ACTIVE: 0	*COOKING: 6
*PLAYFUL: 10	*CREATIVE: 2
*NICE: 10	*LOGIC: 0
	*MECHANICAL: 1

Signature Social Interaction

*BOOTY SPANK



Randy Hart

HOME: CASA CALIENTE

Personality Skills

*NEAT: 0	*BODY: 1
*OUTGOING: 5	*CHARISMA: 2
*ACTIVE: 0	*COOKING: 6
*PLAYFUL: 10	*CREATIVE: 2
*NICE: 10	*LOGIC: 0
	*MECHANICAL: 1

Signature Social Interaction

*FRENCH KISS



YOUR SIMS AND NEIGHBORS

Vaughn Braun

HOME: SHINY THINGS LABS

Personality Skills

*NEAT: 10 *BODY: 0
 *OUTGOING: 0 *CHARISMA: 1
 *ACTIVE: 10 *COOKING: 3
 *PLAYFUL: 0 *CREATIVE: 2
 *NICE: 5 *LOGIC: 4
 *MECHANICAL: 2

Signature Social Interaction

*Coo Coo



Ginger Frutti

HOME: #1 FREE STREET

Personality (Capricorn)

*NEAT: 7 *PLAYFUL: 8
 *OUTGOING: 4 *NICE: 5
 *ACTIVE: 1



Pamela Frutti

HOME: #1 FREE STREET

Personality (Pisces)

*NEAT: 5 *PLAYFUL: 3
 *OUTGOING: 3 *NICE: 7
 *ACTIVE: 7



Ying Yangst

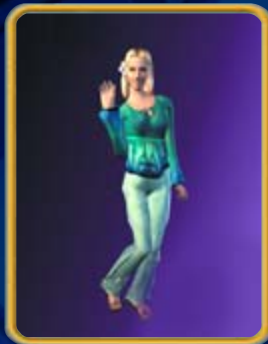
HOME: PIXEL ACRES

Personality Skills

*NEAT: 1 *BODY: 3
 *OUTGOING: 8 *CHARISMA: 4
 *ACTIVE: 0 *COOKING: 8
 *PLAYFUL: 8 *CREATIVE: 2
 *NICE: 8 *LOGIC: 0
 *MECHANICAL: 2

Signature Social Interaction

*FEATHER TICKLE



Peter Tutti

HOME: #2 FREE STREET

Personality (Sagittarius)

*NEAT: 2 *PLAYFUL: 7
 *OUTGOING: 3 *NICE: 4
 *ACTIVE: 9



Free Play NPCs

THESE NPCs ARE THE PREMADE SIMS YOU CAN PLAY IN FREE PLAY MODE. THEY ALSO POP UP AS PARTYGOERS WHEN YOU THROW A SHINDIG IN BUST OUT MODE.

Candy Frutti

HOME: #1 FREE STREET

Personality (Aries)

*NEAT: 5 *PLAYFUL: 3
 *OUTGOING: 8 *NICE: 3
 *ACTIVE: 6



Rod Tutti

HOME: #2 FREE STREET

Personality (Scorpio)

*NEAT: 6 *PLAYFUL: 3
 *OUTGOING: 5 *NICE: 3
 *ACTIVE: 8



Debbie Frutti

HOME: #1 FREE STREET

Personality (Capricorn)

*NEAT: 7 *PLAYFUL: 8
 *OUTGOING: 4 *NICE: 5
 *ACTIVE: 1



Woody Tutti

HOME: #2 FREE STREET

Personality (Aquarius)

*NEAT: 4 *PLAYFUL: 7
 *OUTGOING: 4 *NICE: 6
 *ACTIVE: 4



Ziggy Tutti

HOME: #2 FREE STREET

Personality (Pisces)

*NEAT: 5 *PLAYFUL: 3
*OUTGOING: 3 *NICE: 7
*ACTIVE: 7



Service NPCs

THERE ARE SIMS WHO JUST QUIETLY MAKE THE WORLD GO ROUND. THEY'RE THERE EVERYDAY, BUT YOUR SIM USUALLY ONLY SEES THEM WHEN THEY'RE NEEDED OR WHEN THEY UNEXPECTEDLY IMPACT HIS LIFE. THEY ARE THE SERVICE NPCs, AND THEY'RE ESSENTIAL TO A GOOD SIM LIFE.

Sims You Can Call

THANKS TO YOUR WALL PHONE, THE MOST LOYAL AND EFFICIENT SIM SERVICES ARE ONLY A PHONE CALL AWAY. DIAL UP ANY OF THESE SERVICES WHEN YOU NEED THEM.

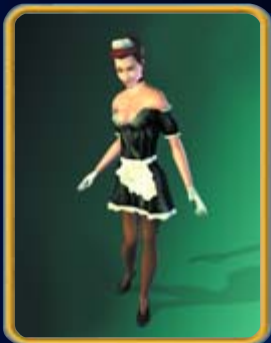
Pizza Dude

PIZZA IS A GOOD WAY TO GET A QUICK MEAL, BUT IT'S EXPENSIVE (\$40). THE REAL PROBLEM FOR SOME SIMS ISN'T THE COST, BUT RATHER THAT IT'S BROUGHT BY THIS GUY. SOME THINK FREDDY'S CREEPY, SOME THINK HE'S DREAMY, BUT YOU'LL FIND HE'S ONLY INTERESTED IN GETTING TO HIS NEXT STOP. NO TIME TO CHAT.



Maid

THE MAID PROVIDES THE MOST VALUABLE SERVICE IN TOWN. KEEPING A HOUSE CLEAN YOURSELF, EVEN WHEN ALL SIMS ARE HIGH IN NEAT, CONSUMES A LOT OF TIME. EVEN SIMS IN THE FIRST LEVEL OF THEIR CAREERS SHOULD FEEL THEIR TIME'S TOO VALUABLE FOR MOPPING AND DISHWASHING. BETTER TO JUST CALL THE MAID AND PAY HER FEE OF \$10 PER HOUR. SHE STAYS UNTIL ALL MESSSES ARE CLEANED, SO THE DIRTIER THE HOUSE, THE MORE SHE COSTS.



Gardener

THE LIVE PLANTS AROUND YOUR HOME NEED WATERING EVERY FEW DAYS OR THEY'LL DIE. DEAD PLANTS KILL YOUR ROOM SCORE, AND THAT'S TROUBLE. SINCE YOUR MOOD FOR WORK IS READ AT THE MOMENT YOU GET ON THE BUS, THE OUTDOOR ROOM SCORE IS THE ONLY ONE THAT MATTERS FOR GETTING PROMOTIONS.

TO KEEP YOUR OUTDOORS NICE WITH NO EFFORT ON YOUR PART, THE GARDENER MAY BE A SOUND INVESTMENT. FOR \$10 PER HOUR EVERY THREE DAYS, HE'LL REPLANT ANY DEAD FOLIAGE AND KEEP EVERYTHING WATERED AND HEALTHY.



Repairman

WHEN THINGS ARE BROKEN AND YOU DON'T HAVE THE TIME OR THE MECHANICAL SKILL TO DO IT YOURSELF, CALL THE REPAIRMAN. HE COMES OVER QUICKLY, BUT HE CHARGES A LOT (\$50 PER HOUR) TO FIX ANY BROKEN ITEMS AND REPLACE ANY BURNED-OUT LIGHT BULBS. HE STAYS AS LONG AS THERE'S SOMETHING IN NEED OF FIXING, AND YOU'RE CHARGED WHEN HE LEAVES.



Fire Department

WHEN A FIRE BREAKS OUT, THERE'S NOT MUCH YOU CAN DO BUT GET ON THE PHONE TO THE FIRE DEPARTMENT. ONLY CALL THEM, THOUGH, WHEN THERE REALLY IS A FIRE OR YOU'LL BE PUNISHED WITH A "TSK TSK" AND A \$100 FINE.



Police

WHEN THE INFAMOUS CAT BURGLAR INVADERS YOUR HOME, SHE'LL SWIPE A RANDOM ITEM. ONE WAY TO CATCH THE THIEF IS TO CALL THE POLICE AS SOON AS YOU GET THE MESSAGE THAT SHE IS IN YOUR HOME. CALLING THE POLICE FRIVOLOUSLY WILL GET YOU IN TROUBLE TO THE TUNE OF A \$100 FINE.

IF THE COPS CATCH THE THIEF, YOU DON'T GET YOUR ITEM BACK (IT'S EVIDENCE), BUT YOU GET ITS DEPRECIATED VALUE IN CASH AND A \$1,000 REWARD.

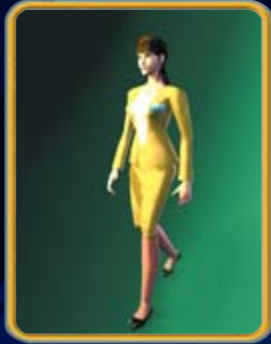


Sims Who Call on You

SOME SERVICE NPCs COME ONLY WHEN YOU'VE DONE SOMETHING WRONG.

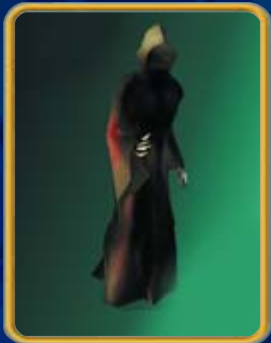
Social Worker

IF YOU'VE FAILED TO CARE FOR A BABY (SEE "LOSING THE BABY" IN "MAKING FRIENDS AND INFLUENCING SIMS"), THE SOCIAL WORKER WILL COME AND TAKE THE CHILD AWAY.



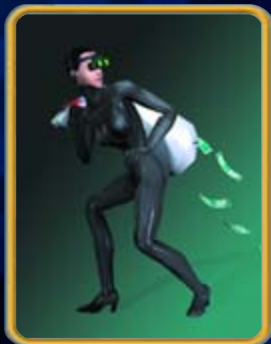
Reaper

FAIL TO TEND TO YOUR HUNGER MOTIVE OR MANAGE TO GET YOURSELF ELECTROCUTED OR BURNED AND YOU'LL GET A VISIT FROM THE REAPER. GAME OVER.



Thief

THE CAT BURGLAR COMES RANDOMLY AT NIGHT OR WHEN THE HOUSE IS EMPTY AND STEALS ONE VALUABLE ITEM. SHE CAN ONLY BE STOPPED BY A BURGLAR ALARM OR THE POLICE. IF YOU HAVE NEITHER, SHE'S AS GOOD AS GONE WITH YOUR VALUABLES.



SKILLS AND CAREERS

YOUR CAREER IS, TO A LARGE EXTENT, WHO YOUR SIM IS. YOU CAN ALSO VIEW CAREER AS A MEANS TO AN END. SUCCESS MEANS THE BUYING POWER TO MAKE YOUR LIFE MORE INTERESTING AND COMFORTABLE.

HOW YOU VIEW YOUR SIM'S CAREER IS YOUR CHOICE. HOW YOU MAKE IT WORK FOR YOU IS OUR SUBJECT.

Career Advancement

SIMS ADVANCE IN CAREER BASED ON THREE THINGS.

***SKILLS:** EACH CAREER'S PROMOTION LEVEL CONTAINS A PROFILE OF THE SKILLS IT REQUIRES. YOU MUST MATCH THESE LEVELS TO GAIN PROMOTIONS.

INDIVIDUAL CAREERS DON'T REQUIRE ALL SKILLS BUT EMPHASIZE CERTAIN ONES THAT RELATE TO THE JOB.

***MOOD:** YOUR SIM'S MOOD, GOOD OR BAD, DIRECTLY AFFECTS JOB PERFORMANCE EACH DAY. THE GREATER YOUR MOOD, THE BETTER YOUR CHANCE FOR PROMOTION WHEN SKILLS ARE SUFFICIENTLY DEVELOPED. MOOD IS ABOUT MORE THAN PROMOTION, HOWEVER. IF YOU GO TO WORK IN A BAD MOOD FOR SEVERAL DAYS, YOU'LL BE DEMOTED.

***FRIENDS:** THE NUMBER OF FRIENDS YOU HAVE IMPACTS YOUR CHANCES FOR PROMOTION. ALONG WITH SKILLS, MANY PROMOTION LEVELS REQUIRE YOU TO HAVE A CERTAIN NUMBER OF FRIENDS (SIMS WITH RELATIONSHIP SCORES OF 50 OR GREATER). WITHOUT THEM, YOU'LL BE PASSED OVER FOR PROMOTION.

Careers, Bust Out vs. Free Play

THERE ARE SOME DIFFERENCES IN HOW CAREERS WORK IN THE TWO MODES OF *The Sims Bustin' Out*. MOST OBVIOUSLY, THE MODES HAVE DIFFERENT SETS OF CAREER TRACKS (BUST OUT HAS SEVEN, AND FREE PLAY HAS FIVE). THERE ARE, HOWEVER, OTHER DISTINCTIONS.



THE NUMBER OF FRIENDS YOU HAVE AND THE NUMBER REQUIRED FOR YOUR NEXT PROMOTION ARE SHOWN IN THE CAREER PANE.

IN BUST OUT MODE, YOU SHOULD ADVANCE IN SEVERAL CAREERS AT ONCE. SWITCHING CAREERS DOESN'T AFFECT YOUR ADVANCEMENT IN OTHERS. ALSO, THE NUMBER OF FRIENDS REQUIRED FOR PROMOTION IS THE NUMBER OF FRIENDS YOUR SIM HAS. THE FRIENDS OF YOUR HOUSEMATES ARE IRRELEVANT. ON THE UPSIDE, YOUR HOUSEMATES COUNT AS FRIENDS.

CAUTION! FOR THOSE USED TO PREVIOUS VERSIONS OF THE SIMS, THIS POINT DEMANDS EMPHASIS. IN BUST OUT MODE, HOUSEMATES COUNT AS YOUR FRIENDS FOR CAREER PURPOSES, BUT YOUR HOUSEMATES' FRIENDS DON'T COUNT AS YOUR FRIENDS.

IN FREE PLAY MODE, YOU MAY ONLY PURSUE ONE CAREER AT A TIME. IF YOU SWITCH, YOUR PROGRESS IN YOUR PREVIOUS CAREER IS RESET (THOUGH ADVANCEMENT IF YOU REJOIN IT WILL BE EASIER SINCE YOU ALREADY HAVE THE SKILLS). FRIENDSHIPS REQUIRED FOR PROMOTION ARE "FAMILY FRIENDS," MEANING YOUR SIM'S FRIENDS AND THE FRIENDS OF ANY OTHER SIMS RESIDING IN YOUR HOUSE. THIS MEANS YOU CAN HAVE A HOUSEHOLD IN WHICH ONE SIM WORKS AND THE OTHER TAKES CARE OF THE HOUSE AND DOES ALL THE SOCIALIZING FOR THE BOTH OF THEM. UNFORTUNATELY, YOUR HOUSEMATES DON'T COUNT AS FRIENDS FOR THE PURPOSES OF JOB PROMOTION.

Finding a Job

JOBS ARE FOUND BY CHECKING THE NEWSPAPER OR LOOKING FOR WORK ON A COMPUTER. WHEN YOU FIND THE JOB YOU WANT, SELECT IT. YOU'LL BE EXPECTED TO REPORT TO WORK AT THE NEXT AVAILABLE START TIME (WHICH COULD BE ON THE SAME DAY IF THE JOB STARTS AFTER YOU TAKE IT).



THE NEWSPAPER ON THE FRONT LAWN IS YOUR TICKET TO GAINFUL EMPLOYMENT.

IN BUST OUT MODE, JOBS ARE LISTED ON BOTH SOURCES FOR EVERY CAREER EACH DAY. IN FREE PLAY, THE NEWSPAPER CONTAINS ONLY A FEW LISTINGS EACH DAY. TO GET A LARGER SELECTION, YOU MUST GET A COMPUTER.



WHEN MONEY'S TIGHT, BUY A COMPUTER, FIND A JOB, AND RETURN THE MACHINE WITHIN 24 HOURS FOR A FULL REFUND.

Getting to Work

THE BUS ARRIVES AT YOUR HOUSE ONE HOUR BEFORE YOUR JOB'S START TIME, AND IT WAITS FOR THE FULL HOUR BEFORE DEPARTING. THUS, IF YOUR JOB STARTS AT 9:00, THE BUS WILL ARRIVE AT 8:00, AND YOU DON'T NEED TO LEAVE THE HOUSE UNTIL 8:50, GIVING YOU AN EXTRA 50



BE ON THE BUS BEFORE IT LEAVES OR YOU MAY BE UNEMPLOYED.

MINUTES OF SKILL OR MOTIVE BUILDING BEFORE DEPARTURE. DON'T CUT IT TOO CLOSE, BUT USE THIS TIME WISELY.

IN BUST OUT MODE, CAREER TRACKS ARE TIED TO CERTAIN HOUSES. IF YOU ARE IN A CAREER NOT SERVED BY YOUR HOUSE'S BUS LINE, THE DRIVER WILL TAKE YOU TO WORK AND YOU'LL GET PAID FOR THE DAY, BUT YOU WON'T GET PROMOTED NO MATTER HOW QUALIFIED YOU ARE. THE FOLLOWING CAREER LISTINGS SHOW WHERE YOU NEED TO BE TO ADVANCE IN EACH CAREER.

Attendance

YOU NEEDN'T GO TO WORK EVERY DAY. IN FACT, YOU SHOULD TAKE THE OCCASIONAL DAY OR TWO OFF TO WORK ON SKILLS OR FRIENDSHIPS. IF YOU MISS THREE STRAIGHT DAYS OF WORK, HOWEVER, YOU'LL BE FIRED.



AFTER THREE OF THESE WARNING PHONE CALLS, YOU'RE FIRED.

WHAT THIS MEANS DEPENDS ON THE MODE YOU'RE PLAYING.

***IN BUST OUT MODE, GETTING FIRED MEANS YOU LOSE A RANDOM SKILL POINT AND ONE LEVEL IN THE YOUR MOST RECENT CHOICE OF CAREER PATH. YOU NEED TO GO BACK TO THE NEWSPAPER TO RESUME YOUR CAREER WHERE YOU LEFT OFF (MINUS ONE LEVEL) OR PICK UP IN ANOTHER ONE.**

***IN FREE PLAY MODE, GETTING FIRED MEANS YOU MUST START BACK AT SQUARE ONE IN YOUR CAREER TRACK.**

Skills

THERE ARE SIX SKILLS THAT YOU CAN DEVELOP TO SUCCEED IN THE SIM ECONOMY.

- | | | |
|-----------|-----------|-------------|
| *BODY | *COOKING | *LOGIC |
| *CHARISMA | *CREATIVE | *MECHANICAL |



SKILL OBJECTS LIKE THE ARTIST'S BLOCK LET YOU BUILD YOUR SKILL POINTS.

EACH SKILL IS DEVELOPED BY INTERACTING WITH A VARIETY OF SKILL OBJECTS. SEE THE DIRECTORY IN THE "SIMS' STUFF" SECTION. NOTE THAT NOT ALL SKILL OBJECTS ARE CREATED EQUAL—THE MORE EXPENSIVE THEY ARE, THE FASTER THEY IMPART SKILL.

SKILLS ARE BROKEN DOWN INTO 10 LEVELS EACH. THE TIME IT TAKES TO GAIN EACH SKILL LEVEL INCREASES WITH THE HEIGHT OF THE SKILL. LEVEL 1, FOR EXAMPLE, MIGHT TAKE A FEW MOMENTS WHILE LEVEL 8 REQUIRES SEVERAL SESSIONS WITH BREAKS FOR MOTIVE REGENERATION. THIS PROCESS CAN BE SPED UP BY USING MORE EXPENSIVE SKILL OBJECTS.

SKILLS AND CAREERS

NOTES

YOUR LEVELS IN EACH SKILL, AS WELL AS THE SKILLS REQUIRED FOR PROMOTION TO THE NEXT LEVEL OF YOUR CURRENT CAREER, ARE SHOWN WHEN YOU PRESS THE LEFT ARROW ON THE D-PAD. GREEN BARS REPRESENT SKILL LEVELS YOU HAVE; BLINKING YELLOW BARS REPRESENT THE ONES YOU NEED FOR PROMOTION.

Bust Out Career Tracks

THERE ARE SEVEN CAREER TRACKS IN *The Sims Bustin' Out*. WHILE THE GAME IS "WON" BY GETTING TO LEVEL 10 IN ONE OF THESE CAREERS, YOU ONLY EXPERIENCE EVERY BIT OF THE GAME BY PURSUING ALL SEVEN CAREERS TO FRUITION.

NOTE THAT EACH TABLE SHOWS THE JOB TITLE, DAILY PAY, HOURS, SKILL AND FRIEND REQUIREMENTS, AND MOTIVE CHANGE PROFILE FOR EACH JOB. THE LAST OF THESE IS THE AMOUNT YOUR MOTIVES SHIFT WHILE YOU'RE AWAY AT WORK; THE NUMBERS SHOWN ARE: HUNGER/COMFORT/HYGIENE/BLADDER/ENERGY/FUN/SOCIAL.

Level 1 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	MALL CLOWN	\$100	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
MAD SCIENTIST	LAB CLEANER	\$155	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
COUNTER CULTURE	PANHANDLER	\$110	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
JOCK	MASCOT	\$130	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
GANGSTER	VANDAL	\$140	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
PARAMILITARY	LATRINE CLEANER	\$250	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House
FASHION VICTIM	HAND MODEL	\$200	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mom's House

Level 2 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	KIDDIE SHOW SIDEKICK	\$150	9:00 AM-1:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mimi's Place
MAD SCIENTIST	POTION TESTER	\$230	11:00 PM-3:00 AM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	DUDLEY'S TRAILER
COUNTER CULTURE	LEAFLET DISTRIBUTOR	\$120	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mimi's Place
JOCK	BALL COLLECTOR	\$170	9:00 AM-7 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	DUDLEY'S TRAILER
GANGSTER	SHOPLIFTER	\$200	9:00 AM-1:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	DUDLEY'S TRAILER
PARAMILITARY	BOOT POLISHER	\$325	8:00 AM-12:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	DUDLEY'S TRAILER
FASHION VICTIM	LINGERIE MODEL	\$225	10:00 AM-2:00 PM	0	0	0	0	0	0	0	0/0/0/0/0/0/0	Mimi's Place

Level 3 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	STUNT DOUBLE	\$200	9:00 AM-3:00 PM	0	0	2	0	0	0	0	0/0/0/0/0/0/+25	Mimi's Place
MAD SCIENTIST	PYRO	\$320	2:00 PM-10:00 PM	0	2	0	0	0	0	0	0/0/0/0/0/0/+25	DUDLEY'S TRAILER
COUNTER CULTURE	BASKET WEAVER	\$180	10:00 AM-3:00 PM	1	0	0	0	0	1	0	0/0/0/0/0/0/+25	Mimi's Place
JOCK	ROOKIE	\$230	10:00 AM-3:00 PM	0	0	0	2	0	0	0	0/0/0/0/0/0/+25	DUDLEY'S TRAILER
GANGSTER	BURGLAR	\$275	11:00 PM-5:00 AM	0	0	0	0	0	2	0	0/0/0/0/0/0/+25	DUDLEY'S TRAILER
PARAMILITARY	DRILL INSTRUCTOR	\$400	9:00 AM-2:00 PM	0	0	0	0	2	0	0	0/0/0/0/0/0/+25	DUDLEY'S TRAILER
FASHION VICTIM	BODY WAXER	\$275	10:00 AM-3:00 PM	0	0	0	0	0	2	0	0/0/0/0/0/0/+25	Mimi's Place

Bust Out Career Tracks *Continued*

Level 4 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	HORROR MOVIE EXTRA	\$275	7:00 AM-3:00 PM	0	0	2	1	0	0	2	-7/0/-7/0/-42/-7/0	GOth MANOR
MAD SCIENTIST	VIRUS BREEDER	\$375	11:00 AM-4:00 PM	1	2	0	0	1	0	1	-7/0/-7/0/-35/-7/0	GOth MANOR
COUNTER CULTURE	FLOWER CHILD	\$200	12:00 PM-5:00 PM	3	0	0	1	0	1	2	0/0/-5/0/-40/0/0	STUDIO 8
JOCK	STARTER	\$300	10:00 AM-3:00 PM	0	0	0	4	0	0	0	-6/0/-18/0/-48/0/0	TOANE'S GYM
GANGSTER	CAR THIEF	\$350	9:00 AM-3:00 PM	0	1	0	0	0	4	2	-6/0/-6/0/-42/-6/0	TOANE'S GYM
PARAMILITARY	PARATROOPER	\$450	6:00 AM-12:00 PM	0	0	0	2	4	0	0	-6/0/-18/0/-42/-6/0	TOANE'S GYM
FASHION VICTIM	FINGERNAIL PAINTER	\$315	10:00 AM-3:00 PM	0	0	0	1	0	4	1	-7/0/-7/0/-42/-7/0	STUDIO 8

Level 5 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	SOAP OPERA STAR	\$375	7:00 AM-4:00 PM	0	0	3	2	0	1	3	-7/0/-14/0/-42/-7/0	GOth MANOR
MAD SCIENTIST	CHEMIST	\$450	10:00 AM-5:00 PM	1	2	1	0	2	1	2	-7/0/-7/0/-42/-7/0	GOth MANOR
COUNTER CULTURE	MASSAGE THERAPIST	\$220	11:00 AM-4:00 PM	5	0	1	1	0	1	3	-5/0/-5/0/-40/0/0	STUDIO 8
JOCK	ALL-STAR	\$385	9:00 AM-3:00 PM	0	0	1	6	0	0	0	-6/0/-24/0/-54/0/0	TOANE'S GYM
GANGSTER	MUGGER	\$425	5:00 PM-1:00 AM	0	2	0	0	0	5	3	-8/0/-8/0/-40/-8/0	TOANE'S GYM
PARAMILITARY	CHOPPER PILOT	\$500	6:00 AM-12:00 PM	0	0	0	4	5	0	0	-6/0/-24/0/-42/-12/0	TOANE'S GYM
FASHION VICTIM	WIG DESIGNER	\$400	11:00 AM-5:00 PM	0	0	1	1	0	5	2	-7/0/-14/0/-42/-7/0	STUDIO 8

Level 6 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	GAME SHOW HOST	\$500	10:00 AM-6:00 PM	0	0	4	2	0	2	4	-8/0/-16/0/-48/-8/0	CLUB RUBB
MAD SCIENTIST	VIVISECTIONIST	\$540	10:00 AM-7:00 PM	1	2	1	0	4	2	2	-9/0/-9/0/-45/-9/0	SHINY THINGS LABS
COUNTER CULTURE	YOGA INSTRUCTOR	\$300	10:00 AM-5:00 PM	6	1	2	1	0	2	4	-7/0/-7/0/-49/0/0	CASA CALIENTE
JOCK	MVP	\$510	9:00 AM-3:00 PM	0	2	1	7	0	0	1	-12/0/-30/0/-60/0/0	CLUB RUBB
GANGSTER	BODY GUARD	\$530	3:00 PM-11:00 PM	0	3	1	1	0	6	4	-8/0/-8/0/-48/-8/0	CASA CALIENTE
PARAMILITARY	COVERT OPS	\$550	9:00 AM-3:00 PM	0	1	2	4	6	0	1	-12/0/-24/0/-48/-12/0	SHINY THINGS LABS
FASHION VICTIM	HAIR STYLIST	\$550	11:00 AM-6:00 PM	0	0	2	1	0	6	3	-8/0/-16/0/-48/-8/0	CLUB RUBB

Level 7 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	SIT COM STAR	\$650	10:00 AM-6:00 PM	0	0	6	3	0	2	6	-16/0/-24/0/-48/-16/0	CLUB RUBB
MAD SCIENTIST	GENE SPICER	\$640	11:00 AM-3:00 PM	1	4	2	0	4	2	3	-15/0/-20/0/-45/-10/-10	SHINY THINGS LABS
COUNTER CULTURE	TRANSCENDENTALIST	\$350	12:00 PM-5:00 PM	7	2	2	2	0	2	6	-12/0/-24/0/-48/0/0	CASA CALIENTE
JOCK	SUPERSTAR	\$680	9:00 AM-4:00 PM	1	2	2	8	0	0	2	-14/0/-35/0/-63/0/0	CLUB RUBB
GANGSTER	ARSONIST	\$640	9:00 AM-3:00 PM	0	3	1	3	0	7	6	-18/0/-18/0/-54/-12/-6	CASA CALIENTE
PARAMILITARY	SECRET AGENT	\$580	9:00 AM-3:00 PM	0	1	2	5	7	0	2	-18/0/-30/0/-54/-18/0	SHINY THINGS LABS
FASHION VICTIM	MAKE UP ARTIST	\$650	12:00 PM-6:00 PM	1	0	3	3	0	7	4	-16/0/-24/0/-48/-16/0	CLUB RUBB

SKILLS AND CAREERS

Level 8 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	SEX SYMBOL	\$900	5:00 PM-1:00 AM	0	0	7	3	0	2	6	-16/0/-24/0/-56/-16/0	TINSEL BLUFFS
MAD SCIENTIST	ROBOTTECHNICIAN	\$740	12:00 PM-8:00 PM	1	6	3	0	5	2	4	-20/0/-25/0/-50/-10/-10	THE OCTAGON
COUNTER CULTURE	LOVE GURU	\$450	12:00 PM-5:00 PM	8	2	4	3	0	2	6	-20/0/-25/0/-45/0/0	PIXEL ACRES
JOCK	HEAD COACH	\$850	8:00 AM-2:00 PM	2	2	3	9	0	0	3	-20/0/-40/0/-70/-5/0	TINSEL BLUFFS
GANGSTER	EXTORTIONIST	\$760	9:00 AM-3:00 PM	0	5	2	3	0	8	8	-18/0/-24/0/-54/-18/-12	PIXEL ACRES
PARAMILITARY	CODE BREAKER	\$600	9:00 AM-3:00 PM	0	4	2	5	8	0	5	-18/0/-30/0/-60/-24/0	THE OCTAGON
FASHION VICTIM	RUNWAY MODEL	\$900	6:00 PM-1:00 AM	2	0	4	4	0	8	5	-16/0/-24/0/-56/-16/0	TINSEL BLUFFS

Level 9 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	DIRECTOR	\$1,100	10:00 AM-5:00 PM	0	0	8	4	0	5	8	-21/0/-35/0/-56/-21/0	TINSEL BLUFFS
MAD SCIENTIST	SPACE-TIME TINKERER	\$870	10:00 AM-4:00 PM	1	8	4	0	7	4	5	-24/0/-28/0/-56/-16/-16	THE OCTAGON
COUNTER CULTURE	PSYCHIC ACTIVIST	\$550	2:00 PM-7:00 PM	9	3	6	4	0	3	7	-20/0/-30/0/-45/0/0	PIXEL ACRES
JOCK	HALL OF FAMER	\$1,000	9:00 AM-3:00 PM	3	2	5	10	0	0	4	-24/0/-42/0/-72/-6/0	TINSEL BLUFFS
GANGSTER	HIT MAN	\$900	9:00 AM-3:00 PM	0	5	3	5	0	9	8	-24/0/-30/0/-60/-18/-18	PIXEL ACRES
PARAMILITARY	INTELLIGENCE DIRECTOR	\$700	9:00 AM-3:00 PM	0	7	2	8	9	0	6	-24/0/-30/0/-60/-30/0	THE OCTAGON
FASHION VICTIM	CENTERFOLD	\$1,100	2:00 PM-9:00 PM	3	0	4	5	0	9	7	-21/0/-35/0/-56/-21/0	TINSEL BLUFFS

Level 10 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY	LOCATION
MOVIE STAR	MOVIE MOGUL	\$1,400	10:00 AM-3:00 PM	0	0	10	4	0	8	10	-30/0/-40/0/-65/-25/0	MALCOLM'S MANSION
MAD SCIENTIST	DEATH RAY INVENTOR	\$1,000	10:00 AM-2:00 PM	2	10	5	0	8	5	6	-28/0/-32/0/-60/-20/-20	MALCOLM'S MANSION
COUNTER CULTURE	FULL TIME FREAK	\$1,000	10:00 AM-2:00 PM	10	3	8	5	0	4	8	-28/0/-40/0/-44/0/0	MALCOLM'S MANSION
JOCK	LIVING LEGEND	\$1,200	9:00 AM-3:00 PM	4	2	5	10	0	0	6	-30/0/-48/0/-78/-6/0	MALCOLM'S MANSION
GANGSTER	MOB BOSS	\$1,100	6:00 PM-12:00 AM	0	5	4	7	0	10	8	-30/0/-30/0/-66/-24/-24	MALCOLM'S MANSION
PARAMILITARY	WAR MINISTER	\$1,000	9:00 AM-3:00 PM	0	8	4	10	10	0	6	-30/0/-36/0/-66/-30/0	MALCOLM'S MANSION
FASHION VICTIM	SUPER MODEL	\$1,200	10:00 AM-4:00 PM	4	0	5	8	0	10	9	-30/0/-40/0/-65/-25/0	MALCOLM'S MANSION

Free Play Careers

IN FREE PLAY, THE CAREERS ARE COMPLETELY DIFFERENT BUT FOLLOW THE SAME BASIC MODEL.

Level 1 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	CABLE GRUNT	\$120	9:00 AM-5:00 PM	0	0	0	0	0	0	0	0/0/0/0/-24/0/0
ARTIST	ARTIST'S MODEL	\$100	3:00 PM-8:00 PM	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
SLACKER	JANITOR	\$100	5:00 PM-10:00 PM	0	0	0	0	0	0	0	0/0/0/0/-30/0/0
ROCK STAR	GROUPIE	\$100	10:00 AM-4:00 PM	0	0	0	0	0	0	0	0/0/0/0/-0/0/0
SWINDLER	TRAVELING SALESMAN	\$120	9:00 AM-3:00 PM	0	0	0	0	0	0	0	0/0/0/0/-30/0/0

Free Play Careers continued

Level 2 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	VIDEO GAME TESTER	\$150	6:00 PM-2:00 AM	0	0	0	0	0	0	0	0/0/0/0/-24/0/0
ARTIST	HOUSE PAINTER	\$130	9:00 AM-4:00 PM	0	0	0	0	0	0	0	0/0/0/0/-28/0/0
SLACKER	CONVENIENCE STORE CLERK	\$120	9:00 PM-4:00 AM	0	0	0	0	0	0	0	0/0/0/0/-28/0/0
ROCK STAR	ROADIE	\$120	9:00 AM-4:00 PM	0	0	0	0	0	0	0	0/0/0/0/-0/0/0
SWINDLER	USED CAR DEALER	\$180	9:00 AM-4:00 PM	0	0	0	0	0	0	0	0/0/0/0/-28/0/0

Level 3 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	TECH SUPPORT	\$200	8:00 AM-4:00 PM	0	2	0	0	1	1	0	0/0/0/0/-32/0/0
ARTIST	STUDIO CLEANER	\$190	9:00 AM-3:00 PM	0	0	0	0	0	2	0	0/0/0/0/-36/0/0
SLACKER	GAS STATION ATTENDANT	\$190	9:00 AM-3:00 PM	0	2	0	0	0	0	0	0/0/0/0/-36/0/0
ROCK STAR	RECORD STORE CLERK	\$190	9:00 AM-3:00 PM	0	0	0	0	0	2	0	0/0/0/0/-0/0/+25
SWINDLER	TELEMARKETER	\$250	9:00 AM-4:00 PM	0	1	2	0	0	0	0	0/0/0/0/-35/0/0

Level 4 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	VIRUS WRITER	\$240	12:00 PM-8:00 PM	0	3	0	0	2	0	1	0/0/0/0/-36/0/0
ARTIST	MUSEUM GUARD	\$250	8:00 AM-4:00 PM	0	0	0	0	0	5	1	0/0/0/0/-40/0/0
SLACKER	TAXI DRIVER	\$250	8:00 AM-4:00 PM	0	2	0	3	0	0	2	0/0/0/0/-40/0/0
ROCK STAR	ELEVATOR MUSIC COMPOSER	\$250	8:00 PM-4:00 AM	0	0	0	0	0	5	2	0/0/0/0/-40/0/0
SWINDLER	CON ARTIST	\$320	9:00 AM-4:00 PM	0	2	2	0	0	0	2	-7/0/-7/0/-42/-7/0

Level 5 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	WEB DESIGNER	\$400	10:00 AM-7:00 PM	0	4	0	0	2	2	2	0/0/0/0/36/0/0
ARTIST	STUDIO ARTIST	\$325	7:00 AM-2:00 PM	0	2	0	0	0	6	2	-7/0/-7/0/-42/-7/0
SLACKER	TOW TRUCK DRIVER	\$325	7:00 AM-2:00 PM	0	3	0	3	0	2	2	-7/0/-7/0/-42/-7/0
ROCK STAR	JINGLE WRITER	\$325	7:00 AM-2:00 PM	0	2	0	0	0	6	2	-7/0/-7/0/-42/-7/0
SWINDLER	FAD STARTER	\$400	9:00 AM-4:00 PM	0	2	2	0	2	0	3	-7/0/-14/0/-42/-7/0

SKILLS AND CAREERS

Level 6 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	HACKER	\$610	4:00 PM-11:00 PM	0	4	0	0	4	4	2	-9/0/-9/0/-45/-9/0
ARTIST	RESIDENT ARTIST	\$400	11:00 AM-8:00 PM	0	5	0	0	0	7	3	0/0/0/0/-45/0/0
SLACKER	CAR MECHANIC	\$400	11:00 AM-8:00 PM	0	3	3	3	0	3	4	0/0/0/0/-45/0/0
ROCK STAR	WEDDING SINGER	\$400	11:00 AM-8:00 PM	0	5	4	0	0	7	3	0/0/0/0/-45/0/0
SWINDLER	INVENTOR	\$520	9:00 AM-4:00 PM	0	2	3	0	3	2	4	-14/0/-14/0/-49/-7/0

Level 7 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	PROGRAMMER	\$800	10:00 AM-8:00 PM	0	4	2	0	5	6	3	-10/0/-20/0/-40/-10/0
ARTIST	ART CRITIC	\$550	12:00 PM-9:00 PM	0	5	0	4	0	8	4	-18/0/-18/0/-54/-9/0
SLACKER	REPO SIM	\$550	12:00 PM-9:00 PM	0	5	4	4	0	4	5	-18/0/-18/0/-54/-9/0
ROCK STAR	BAR BAND SINGER	\$550	12:00 PM-9:00 PM	0	5	4	4	0	8	4	-18/0/-18/0/-54/-9/0
SWINDLER	LOAN SHARK	\$660	9:00 AM-5:00 PM	0	2	4	2	4	2	6	-16/0/-24/0/-48/-16/0

Level 8 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	GIZMO INVENTOR	\$1,100	10:00 AM-7:00 PM	0	4	4	0	7	7	4	-9/0/-18/0/-54/-9/0
ARTIST	L'ENFANT TERRIBLE	\$700	11:00 AM-6:00 PM	0	5	2	5	0	10	5	-14/0/-21/0/-56/-14/0
SLACKER	PRIVATE INVESTIGATOR	\$700	11:00 AM-6:00 PM	0	5	4	5	2	5	8	-14/0/-21/0/-56/-14/0
ROCK STAR	ROCK STAR	\$700	11:00 AM-6:00 PM	0	5	2	5	0	10	4	-14/0/-21/0/-56/-14/0
SWINDLER	REAL ESTATE DEVELOPER	\$800	9:00 AM-5:00 PM	0	2	5	2	6	3	8	-16/0/-24/0/-56/-16/0

Level 9 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	AI THEORIST	\$1,300	11:00 AM-8:00 PM	0	5	6	0	8	9	5	-27/0/-36/0/-63/-18/0
ARTIST	GALLERY OWNER	\$1,100	5:00 PM-2:00 AM	0	5	7	7	0	10	6	-18/0/-27/0/-54/-18/0
SLACKER	CARGO PILOT	\$1,100	5:00 PM-2:00 AM	0	5	6	8	3	7	8	-18/0/-27/0/-54/-18/0
ROCK STAR	SOLO ARTIST	\$1,100	5:00 PM-2:00 AM	0	5	7	7	0	10	6	-18/0/-27/0/-54/-18/0
SWINDLER	INSIDE TRADER	\$950	9:00 AM-4:00 PM	0	2	6	2	7	5	8	-21/0/-35/0/-56/-21/0

Level 10 Positions

CAREER TRACK	POSITION	PAY	HOURS	COOKING	MECHANICAL	CHARISMA	BODY	LOGIC	CREATIVITY	FAMILY/FRIENDS	DAILY MOTIVE DECAY
COMPUTER GEEK	CYBORG	\$1,550	11:00 AM-8:00 PM	0	7	8	0	10	10	6	-27/0/-36/0/-63/-18/0
ARTIST	MUSEUM DIRECTOR	\$1,400	10:00 AM-3:00 PM	0	5	10	7	4	10	8	-30/0/-40/0/-65/-25/5
SLACKER	SMUGGLER	\$1,400	10:00 AM-3:00 PM	0	5	8	9	4	10	8	-30/0/-40/0/-65/-25/5
ROCK STAR	RECORD PRODUCER	\$1,400	10:00 AM-3:00 PM	0	5	10	7	4	10	8	-30/0/-40/0/-65/-25/5
SWINDLER	MONOPOLIST	\$1,200	9:00 AM-3:00 PM	0	2	8	2	9	6	8	-30/0/-36/0/-66/-24/0

School

IN FREE PLAY MODE, SIMS CAN BE KIDS. KIDS DON'T HAVE JOBS, BUT THEY DO GO TO SCHOOL.

THE BUS ARRIVES AT THE HOUSE EVERY MORNING AT 8:00 AND WAITS UNTIL 9:00. SEND THE KID TO THE BUS AT AROUND 8:45 AND SPEND THE EXTRA TIME BUILDING UP MOTIVES.

INSTEAD OF A JOB LEVEL, A KID'S SKILL/CAREER VIEW SHOWS CURRENT GRADE (FROM A TO F). EACH DAY A KID GOES TO SCHOOL IN A GOOD MOOD (ABOVE 0), THE GRADE GOES UP ONE NOTCH (FOR EXAMPLE, B BECOMES A B+). EACH DAY THE KID MISSES SCHOOL, THE GRADE DROPS ONE NOTCH.

FOR EACH DAY A KID MISSES SCHOOL, THE GRADE DROPS AN ENTIRE LETTER GRADE (FROM B TO C, FOR INSTANCE). WHEN IT FALLS TO D, YOU GET YOUR FIRST WARNING ABOUT MILITARY SCHOOL. IF THE GRADE THEN DROPS TO AN F, OFF GOES THE CHILD TO THE FINEST IN MARSHALED EDUCATION, LEAVING THE FAMILY FOREVER. THAT'LL TEACH YOU TO GET YOUR KID TO SCHOOL.

SUCCESS IN SCHOOL MEANS CASH. IF YOU CAN MAINTAIN AN A+ GRADE, YOU'LL RECEIVE RANDOM CASH REWARDS FOR YOUR SIM'S STUDIOUSNESS.



SIM KIDS, LIKE ADULTS, MUST BE ON THE BUS ON TIME TO GO TO SCHOOL.

Studying

STUDYING CAN ALSO RAISE A YOUTHFUL SIM'S GRADES.

DIRECT YOUR CHILD SIM TO A BOOKSHELF AND SELECT "STUDY" (THEY WON'T DO IT AUTONOMOUSLY). THE CHILD THEN STUDIES FOR A PERIOD OF TIME AND EMERGE WITH A ONE NOTCH INCREASE IN GRADE.

AS WITH SKILLS, MOVING BETWEEN LOWER GRADES IS FASTER THAN HIGHER ONES (FOR EXAMPLE, GOING FROM D+ TO C- IS QUICK WHILE B+ TO A- TAKES TIME).



KIDS CAN STUDY FROM BOOKSHELVES OR COMPUTERS TO IMPROVE GRADES MORE QUICKLY OR SKIP SCHOOL ENTIRELY.

STUDYING CAN MAKE UP FOR A MISSED DAY, SPEED UP ACHIEVEMENT OF AN A+, OR REPLACE SCHOOL ENTIRELY IF YOU'RE WILLING TO MANAGE THE STUDY TIME.

BUILDING A HOUSE

WHY STOP AT JUST BUILDING A PERSON AND COLLECTING POSSESSIONS? WHY NOT GO ALL THE WAY AND DESIGN AND CONSTRUCT A HOME FOR YOURSELF? EVERYTHING YOU NEED IS RIGHT THERE IN BUILD MODE. WITH ENOUGH MONEY YOU CAN CONSTRUCT YOUR OWN PALATIAL PARADISE THAT'LL MAKE MALCOLM LANDGRABB SWOON WITH ENVY. OR BUILD A MODEST BUT PERFECTLY EFFICIENT TRACT HOME THAT'S A HAVEN FOR AUTONOMOUS SIMS. OR YOU CAN SAVE ALL YOUR MONEY FOR POSSESSIONS AND BUILD A SINGLE WALL WITH APPLIANCES LINED UP ON IT. AGAIN, IT'S YOUR CHOICE.

IN THIS SECTION, WE EXAMINE THE BUILD TOOLS THAT TAKE YOU FROM FRAMING YOUR NEW HOME TO INSTALLING A GARDEN AND PAPERING YOUR WALLS.



BUILDING IS OF MOST INTEREST FOR PLAYERS IN FREE PLAY MODE. IT'S NOT AS IMPORTANT IN BUST OUT MODE SINCE THAT PART OF THE GAME CONTAINS MANY INTRICATE AND FULLY DEVELOPED HOUSES. IT IS USEFUL IN THAT MODE, HOWEVER, TO IMPROVE A SPACE FOR GREATER EFFICIENCY OR IN PREPARATION FOR A PARTY (SUCH AS ADDING ANOTHER BATHROOM).

KEEP IN MIND THAT *The Sims Bustin' Out* IS A GAME MADE TO BE INDIVIDUALIZED. IF YOU DON'T LIKE WHAT YOU'VE BUILT, JUST DEMOLISH IT AND START OVER!



DON'T BUILD YOUR OWN PLACE RIGHT AWAY, OR YOU'LL BE LIMITED BY YOUR PALTRY NET WORTH. INSTEAD, MAKE A NICE BANKROLL, SELL AND TEAR DOWN EVERYTHING, AND START FRESH.

Design Considerations

BEFORE YOU BREAK GROUND ON YOUR TRACT OF LAND, THERE ARE A FEW GENERAL CONCEPTS THAT CAN HELP IN DESIGNING AN EFFECTIVE LAYOUT. THESE TIPS WILL HELP YOU AVOID TROUBLE LATER ON BY USING THE SPACE AS MOST SIMS LIKE TO SEE IT.

- *THERE'S PLENTY OF ROOM ON A LOT, BUT THAT DOESN'T MEAN YOU HAVE TO FILL IT. START BY BUILDING TO THE NUMBER OF SIMS YOU BEGIN WITH. YOU CAN ALWAYS BUILD OUT LATER.
- *MAKE THE BATHROOM BIG ENOUGH TO ALLOW EASY ENTRANCE AND EXIT.
- *PUT THE BATHROOM IN A CENTRAL LOCATION, PREFERABLY WITH TWO DOORS.
- *WITH THREE OR MORE SIMS, BUILD TWO BATHROOMS, EITHER TWO FULL ONES OR A FULL BATH AND A HALF BATH (SINK AND TOILET BUT NOT SHOWER/BATHTUB).

BUILDING A HOUSE

- *LOCATE THE FRONT DOOR AS CLOSELY AS POSSIBLE TO THE STREET SO THE RUN FROM HOUSE TO BUS IS SHORT.
- *BUY YOUR KITCHEN COUNTERTOPS AND APPLIANCES FIRST AND LAY THEM OUT WHERE YOUR KITCHEN WILL BE. THEN BUILD WALLS AROUND THEM. LEAVE ROOM FOR MOVEMENT AND ADDED APPLIANCES AS YOU CAN AFFORD THEM.
- *BUILD AN OPEN DINING AREA ADJACENT TO THE KITCHEN SO THERE'S PLENTY OF ROOM FOR A LARGE TABLE FOR ENTERTAINING AND SPACE TO SCOOT CHAIRS BACK AND FORTH.
- *MAKE BEDROOMS BIG ENOUGH FOR ALL NECESSARY BED ROOM FURNITURE AND AT LEAST ONE SKILL OBJECT.

Building Tools

Walls and Fences



BEGIN BY FRAMING YOUR HOUSE WITH THE WALL TOOL. SELECT THE WALL TOOL AND PLACE THE CURSOR AT ANY TILE INTERSECTION. PRESS THE START BUILDING BUTTON ONCE TO PLACE A SINGLE WALL SECTION, OR PRESS START BUILDING AND DRAG TO PLACE A LONGER WALL. WALLS CAN BE BUILT STRAIGHT OR DIAGONALLY. USING DIAGONAL LINES ALLOWS YOU TO ADD INTERESTING ANGLES TO A SQUARE ROOM; SIMS APPRECIATE THIS BECAUSE IT IMPROVES ROOM SCORE.

NOTES



YOU CAN'T PUT WINDOWS OR DOORS OR PLACE OBJECTS ON DIAGONAL WALLS. RATHER THAN LONG SECTIONS, USE ONE OR TWO DIAGONAL SEGMENTS AT CORNERS FOR AN INTERESTING INTERIOR SPACE.

DELETE A WALL SECTION BY PLACING THE WALL TOOL CURSOR ON THE WALL, PRESSING THE START TEAR DOWN BUTTON, DRAGGING THE CURSOR ALONG THE UNDESIRE WALL, AND PRESSING THE TEAR DOWN BUTTON.



Wall Coverings

THERE ARE 60 WALL COVERINGS, RANGING FROM \$4 TO \$17 PER SEGMENT. THOUGH SOME ARE DESIGNED FOR INDOOR OR OUTDOOR USE, YOU CAN USE ANY COVERING ON ANY SURFACE YOU WANT.



TO PLACE WALL COVERING, PUT YOUR CURSOR ON A SECTION OF WALL AND PRESS START PAINTING. DRAG THE COVERING AS FAR AS YOU WANT IT TO GO AND PRESS THE PLACE BUTTON.



AS A SHORTCUT, YOU CAN PICK A SEGMENT OF WALL IN THE ROOM YOU'D LIKE TO DECORATE, THEN PRESS AND HOLD THE PREVIEW ROOM BUTTON. THIS COVERS ALL ADJACENT WALL SECTIONS WITH THE SAME COVERING SO YOU CAN SEE WHAT IT'LL LOOK LIKE IN THE WHOLE ROOM. IF IT LOOKS GOOD, COVER THE ROOM IN ONE STROKE BY PRESSING THE PAINT ROOM BUTTON.

Floor Coverings

BOTH INTERIOR AND EXTERIOR FLOOR SECTIONS CAN BE COVERED BY A TILE OF YOUR CHOOSING. AS WITH WALL COVERINGS, YOU CAN USE INDOOR OR OUTDOOR COVERINGS ANYWHERE YOU LIKE.



ONE TILE COVERS A SINGLE GRID SQUARE. YOU CAN DO AN ENTIRE ROOM AT ONCE BY POINTING TO A TILE IN THE CHOSEN AREA, PRESSING THE PREVIEW ROOM BUTTON, AND PRESSING THE COVER BUTTON TO FINISH.

THE 42 FLOOR COVERINGS RANGE IN PRICE FROM \$4 TO \$22.

Doors

DOORS ARE IMPORTANT TO THE FLOW OF TRAFFIC THROUGH YOUR HOUSE. THEY ALSO SERVE TO DELINEATE A "ROOM" FOR ROOM SCORE PURPOSES. FOR FUNDAMENTAL "DOOR-NESS," YOUR BASIC \$80 NON-MATERIALISTIC DOOR WILL DO FOR ALL PURPOSES.



THE 10 DOORS RANGE FROM \$80 TO \$420. SELECT YOUR DOOR AND PLACE IT ALONG A NON-DIAGONAL WALL. USE THE ROTATE BUTTONS TO GET IT FACING AND SWINGING THE CORRECT DIRECTION. PRESS THE PLACE BUTTON TO SELECT ITS LOCATION.



YOU CAN MOVE DOORS, WINDOWS, AND FIREPLACES JUST LIKE ANY OTHER OBJECT IN BUY MODE. IT SHOULD ALSO BE NOTED THAT ALL THESE DOORS, WINDOWS, AND FIREPLACES CAN BE SOLD FOR CASH.

Windows

WINDOWS ARE A CRUCIAL PART OF YOUR HOUSE'S INTERIOR ROOM SCORES. ALL WINDOWS PERMIT THE SAME AMOUNT OF LIGHT, BUT ROOM SCORE GOES UP WITH THE PRICE (\$50-\$250) AND SIZE OF THE WINDOWS. PLACE THEM ALONG ANY NON-DIAGONAL WALL. THE BASIC STRATEGY WITH WINDOWS IS TO PLACE AS MANY AS YOU CAN AFFORD.



Fireplaces

FIREPLACES ARE ANOTHER GREAT ENHANCEMENT FOR ROOM SCORE, BUT ONLY IF YOUR SIMS TURN THEM ON. WHEN THEY'RE OFF, THEY HAVE NO EFFECT.



Fireplace Room Score

FIREPLACE	ROOM SCORE
MODESTO TILE FIREPLACE	3
VÄRMENKOZZE EURO FIREPLACE	4
BOSTONIAN FIREPLACE	4

PLACE FIREPLACES ALONG NON-DIAGONAL WALLS. WHEN YOU BEGIN TO ADD OBJECTS, KEEP ANYTHING FLAMMABLE (LIKE FURNITURE) FAR AWAY FROM THEM.

Plants

ONCE THE STRUCTURE OF YOUR HOUSE IS DONE, WORK ON THE YARD. PLANT AS MUCH VEGETATION AS YOU CAN AFFORD. LIVING PLANTS ARE GREAT EXTERIOR ROOM SCORE ENHANCERS. A GREEN OUTDOORS WILL SEND YOUR SIMS OFF TO WORK WITH A NICE BOOST FROM ROOM SCORE.

THERE ARE 22 KINDS OF PLANTS (TREES, SHRUBS, BUSHES, FLOWERS, ETC.), RANGING FROM \$5 TO \$500.



Pools

YOUR HOUSE CAN BE ENHANCED WITH ANY OF FIVE SWIMMING POOLS. THEY'RE BEAUTIFUL TO LOOK AT AND THEY PROVIDE GREAT EXERCISE. FOR A DOSE OF FUN, YOU CAN PLACE AN OFFICIAL DIVING PLATFORM.

POOLS VARY IN SIZE AND SHAPE AND RANGE IN PRICE FROM \$1,800 TO \$6,075.



Unlockable Build Items

OBJECT	CATEGORY	UNLOCKED HOUSE
NEVAGESS SECRET DOOR	DOOR	DUDLEY'S TRAILER
PATHMATIC SLIDING DOOR	DOOR	SHINY THINGS LABS
THAT 70S WINDOW	WINDOW	STUDIO 8
VÄRMENKOZZE EURO FIREPLACE	FIREPLACE	PIXEL ACRES
TOPIARY SKULL	PLANT	MIMI'S PLACE
BIRD OF PARADISE	PLANT	SHINY THINGS LABS
GIANT FERN	PLANT	SHINY THINGS LABS
CYPRESS TREE	PLANT	TOANE'S GYM
HIGH DIVE	POOL	TOANE'S GYM
FRIGIDARIUM COLOSSICUS	POOL	TINSEL BLUFFS



Part 2: Bust Out Mode

CAN YOU TAKE YOUR UNEMPLOYED SIM, LIVING IN HIS/HER MOTHER'S HOUSE, AND REACH THE TOP OF THE PROFESSIONAL LADDER WHILE ALONG THE WAY TASTING ALL THE EXPERIENCES LIFE HAS TO OFFER? THAT IS, IN A NUTSHELL, THE QUEST BEHIND BUST OUT MODE. THIS PART WILL TEACH YOU HOW TO TAKE IT BY THE HORNS AND MAKE IT A GREAT RIDE. LET'S GO!

BUST OUT MODE

Game Structure

THE GAME IS STRUCTURED IN A FREEFORM FASHION WITH A FEW CHALLENGING THINGS YOU *MUST* DO AND SEVERAL DOZEN OPTIONAL THINGS THAT PROVIDE YOU WITH INTERESTING BENEFITS. TO GET A LEG UP, IT HELPS TO UNDERSTAND THIS STRUCTURE.

THE GAME IS BUILT AROUND 13 HOUSES, EACH ASSIGNED CAREER PATHS AND SPECIFIC LEVELS OF EACH CAREER. YOU CAN ONLY BE PROMOTED TO A CERTAIN LEVEL IF YOU'RE LIVING IN THE CORRECT HOUSE.

YOU MAY PURSUE SEVERAL OR EVERY CAREER AT ONCE WITHOUT LOSING GROUND IN ANY OTHER CAREERS. IN OTHER *THE SIMS* GAMES (AND IN FREE PLAY MODE), IF YOU SWITCH CAREERS, YOU LOSE ALL PROGRESS IN

THIS PART WILL OUTLINE THE GAMEPLAY STRUCTURE AND FLOW OF BUST OUT MODE AND DISCUSS ISSUES THAT PERTAIN TO EVERY HOUSE WITHIN IT. IT ALSO PROVIDES WALKTHROUGHS OF EACH HOUSE SO YOU CAN BLAZE YOUR OWN PATH THROUGH THE GAME.

NOTES

YOU CAN MAINTAIN A CAREER IN THE WRONG HOUSE AND BE PAID EVERY DAY, BUT YOU WON'T BE PROMOTED NO MATTER HOW QUALIFIED YOU ARE UNTIL YOU'RE IN THE RIGHT HOUSE. THE BUS DRIVER WILL ALERT YOU WHERE THE RIGHT PLACE FOR YOU IS.



Houses and Career Paths

HOUSE	CAREERS	CAREER LEVELS
MOM'S HOUSE	ALL	1
MIMI'S PLACE	FASHION VICTIM, MOVIE STAR, COUNTER CULTURE	2, 3
DUDLEY'S TRAILER	PARAMILITARY, MAD SCIENTIST, JOCK, GANGSTER	2, 3
STUDIO 8	COUNTER CULTURE, FASHION VICTIM	3, 4
GOth MANOR	MAD SCIENTIST, MOVIE STAR	3, 4
TOANE'S GYM	GANGSTER, PARAMILITARY, JOCK	3, 4
CASA CALIENTE	COUNTER CULTURE, GANGSTER	5, 6
SHINY THINGS LABS	MAD SCIENTIST, PARAMILITARY	5, 6
CLUB RUBB	JOCK, FASHION VICTIM, MOVIE STAR	5, 6
PIXEL ACRES	COUNTER CULTURE, GANGSTER	7, 8
THE OCTAGON	PARAMILITARY, MAD SCIENTIST	7, 8
TINSEL BLUFFS	MOVIE STAR, FASHION VICTIM, JOCK	7, 8
MALCOLM'S MANSION	ALL	9, 10

EFFECTIVELY, A SINGLE CAREER PATH GOES THROUGH SIX LEVELS FROM MOM'S HOUSE TO MALCOLM'S MANSION. WHICH COMBINATION OF HOUSES YOU USE IS A FUNCTION OF WHICH CAREER(S) YOU ELECT TO PURSUE.

***LEVEL 1: MOM'S HOUSE**

***LEVEL 2: MIMI'S PLACE, DUDLEY'S HOUSE**

***LEVEL 3: STUDIO 8, GOth MANOR, TOANE'S GYM**

***LEVEL 4: CASA CALIENTE, SHINY THINGS LABS, CLUB RUBB**

***LEVEL 5: PIXEL ACRES, THE OCTAGON, HOLLYWOOD HOUSE**

***LEVEL 6: MALCOLM'S MANSION**

ASSUMING YOU WISH TO GO THROUGH THE GAME ON A SINGLE CAREER PATH (NOT THE ONLY OR BEST WAY TO PLAY, MIND YOU), HERE'S THE HOUSE PROGRESSION FOR EACH CAREER:

Goals and Unlockables



THE GOAL LIST SHOWS WHICH ITEMS HAVE BEEN UNLOCKED FOR A HOUSE.

EVERY BUST OUT HOUSE HAS A SERIES OF UNLOCKABLE ITEMS. OTHER ELEMENTS OF THE GAME UNLOCK ITEMS AS WELL. ONCE UNLOCKED, THESE ITEMS BECOME AVAILABLE IN BOTH BUST OUT AND FREE PLAY MODE WHEN USING THE SAME SAVED GAME FILE.

NOTES

XBOX PLAYERS CAN HAVE MULTIPLE SAVED GAMES, BUT OTHER CONSOLES CAN ONLY SAVE TO ONE FILE PER CARD. IF YOU OVERWRITE A SAVED GAME, ALL YOUR UNLOCKS WILL BE LOST.

House Goals and Unlockables

EACH HOUSE HAS A SERIES OF GOALS AND UNLOCKABLE THINGS. GOALS ARE ONLY AVAILABLE WHEN YOU MOVE INTO THE HOUSE AND CAN'T BE COMPLETED AS A VISITOR.

THE ONLY MANDATORY GOALS IN EACH HOUSE ARE THE CAREER GOALS, AND WHICH ONES YOU DO DETERMINE WHICH OF THOSE ARE MANDATORY. TO QUALIFY TO MOVE OUT OF A HOUSE, YOU MUST COMPLETE ALL GOALS THAT CORRESPOND TO A SINGLE CAREER. IN OTHER WORDS, IF A HOUSE'S GOALS ASK YOU TO GET PROMOTED TO LEVEL 3 AND 4 OF SEVERAL CAREERS, GETTING PROMOTED TO LEVEL 4 IN JUST ONE OF THOSE CAREERS WILL ENABLE YOU TO MOVE OUT.

Career Progression by House

CAREER	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6
MOVIE STAR	MOM'S HOUSE	MIMI'S HOUSE	GOth MANOR	CLUB RUBB	TINSEL BLUFFS	MALCOLM'S MANSION
MAD SCIENTIST	MOM'S HOUSE	DUDLEY'S TRAILER	GOth MANOR	SHINY THINGS LABS	THE OCTAGON	MALCOLM'S MANSION
COUNTER CULTURE	MOM'S HOUSE	MIMI'S HOUSE	STUDIO 8	CASA CALIENTE	PIXEL ACRES	MALCOLM'S MANSION
JOCK	MOM'S HOUSE	DUDLEY'S TRAILER	TOANE'S GYM	CLUB RUBB	TINSEL BLUFFS	MALCOLM'S MANSION
GANGSTER	MOM'S HOUSE	DUDLEY'S TRAILER	TOANE'S GYM	CASA CALIENTE	PIXEL ACRES	MALCOLM'S MANSION
PARAMILITARY	MOM'S HOUSE	DUDLEY'S TRAILER	TOANE'S GYM	SHINY THINGS LABS	THE OCTAGON	MALCOLM'S MANSION
FASHION VICTIM	MOM'S HOUSE	MIMI'S HOUSE	STUDIO 8	CLUB RUBB	TINSEL BLUFFS	MALCOLM'S MANSION



READ MESSAGES FROM YOUR HOUSEMATES. THEY PROVIDE REMINDERS AND CLUES AS TO HOW TO FINISH GOALS.

THERE'S MORE TO DO, THAN THE MANDATORY. YOU CAN DO ALL A HOUSE'S CAREER GOALS BEFORE LEAVING, PROVIDING YOU MORE OPTIONS AS YOU GO THROUGH THE GAME AND UNLOCKING EVEN MORE ITEMS AND SPECIAL TREATS. IT'S UP TO YOU HOW TO HANDLE THIS.

OTHER GOALS INVOLVE DOING SOMETHING AROUND THE HOUSE OR UNDERTAKING SOME ACTIVITY, AND STILL OTHERS INVOLVE VISITING ANOTHER HOUSE AND DOING SOMETHING THERE. EACH OF THESE GOALS UNLOCKS SOMETHING ELSE OF VALUE.

SOME GOALS CAN UNLOCK OTHER HOUSES, BUT ONLY FOR VISITATION. TO UNLOCK A HOUSE FOR MOVING, YOU MUST ACHIEVE THE NECESSARY CAREER GOALS.

THE MORE GOALS YOU COMPLETE, THE MORE THINGS YOU UNLOCK FOR YOUR USE IN THE GAME.

Floating Unlockables

THERE ARE MANY UNLOCKABLES THAT AREN'T TIED TO ANY ONE HOUSE.

IT'S AN UNSTATED GOAL OF THE GAME TO MEET AND/OR BEFRIEND EVERY NPC SIM IN THE GAME. MEETING A SIM FOR THE FIRST TIME UNLOCKS AN ELEMENT OF ATTIRE THAT YOU CAN, IN FUTURE, APPLY TO YOUR SIM WHEN YOU LOAD A SAVED GAME OR TO A NEW SIM IN FREE PLAY MODE.

BEFRIENDING A SIM (GETTING RELATIONSHIP SCORE ABOVE 50) LETS YOU LEARN THAT SIM'S "SIGNATURE" SOCIAL INTERACTION. COLLECTING THESE BROADENS YOUR SOCIAL ARSENAL AND LETS YOU DO ALL KINDS OF THINGS WITH OTHER SIMS.

NOTES

EVEN IF YOU'RE TRYING TO UNLOCK EVERY SOCIAL INTERACTION IN THE GAME, YOU DON'T HAVE TO BEFRIEND MALCOLM LANDORABB. HE HAS NO SIGNATURE SOCIAL INTERACTION.

Family Goals

THERE IS A SPECIAL CLASS OF FLOATING GOALS CALLED FAMILY GOALS. ALTHOUGH THESE APPEAR IN LISTS OF HOUSE GOALS, THEY'RE ACTUALLY TIED TO SEVERAL HOUSES.



PROPOSAL, BUST OUT STYLE

YOU CAN SATISFY A FAMILY GOAL AT ANY HOUSE IN WHICH IT APPEARS, AND IT WILL BE MARKED SATISFIED FOR ALL OTHERS. THE UNLOCKED OBJECT FOR EACH FAMILY GOAL IS THE SAME.

FAMILY GOALS ARE:

***GET MARRIED: LEVEL 4, 5, 6 HOUSES. SEE "MAKING FRIENDS AND INFLUENCING SIMS" FOR THE HOW-TO ON PROPOSING.**

***RAISING BABIES: LEVEL 5, 6 HOUSES. SEE "MAKING FRIENDS AND INFLUENCING SIMS" FOR THE HOW-TO ON MAKING BABIES AND RAISING KIDS.**

***EDUCATE KID: LEVEL 6. SEE "SKILLS AND CAREERS" FOR DETAILS ON EDUCATING KIDS.**

IN EACH CASE, THE SPOUSE AND CHILD YOU ACQUIRE JOIN YOU IN EVERY HOUSE THEREAFTER. FAMILY GOALS ARE OPTIONAL AND CAN BE IGNORED COMPLETELY IF YOU WISH.

Unlocking Free Play and Two-Player Mode

FREE PLAY AND TWO-PLAYER MODES AREN'T AVAILABLE IMMEDIATELY AFTER CREATING A SIM. YOU MUST FIRST COMPLETE THE DREAM SEQUENCE THAT BEGINS THE GAME AND SAVE AT MOM'S HOUSE TO MAKE THESE AVAILABLE FOR YOUR USE.

AFTERWARDS, YOU CAN ACCESS THESE OPTIONS FROM THE GAME'S STARTUP MENU.



THE GOAL LIST SHOWS WHICH ITEMS HAVE BEEN UNLOCKED FOR A HOUSE.

FOR TWO-PLAYER MODE, YOU MUST HAVE TWO SAVE GAMES AVAILABLE (ONE PER PLAYER) THAT ARE SAVED AT MOM'S HOUSE OR LATER. (ON THE PLAYSTATION 2 AND GAMECUBE, THIS REQUIRES TWO MEMORY CARDS SINCE THERE CAN ONLY BE ONE SAVED GAME PER CARD.) TO INITIATE TWO-PLAYER MODE, ATTACH TWO CONTROLLERS AND INSERT BOTH MEMORY CARDS IF USING A PLAYSTATION 2 OR GAMECUBE. WHEN THE MAIN MENU DISPLAYS, LOAD THE FIRST PLAYER'S BUST OUT GAME AND PRESS **START** ON THE SECOND CONTROLLER. THEN LOAD THE SECOND SAVED SIM.

Online Weekend Mode with PlayStation 2

PLAYSTATION 2 OWNERS WHO ALSO OWN A PLAYSTATION 2 NETWORK ADAPTOR CAN PLAY IN A WHOLE NEW WAY. INVITE FRIENDS TO VISIT YOUR HOME IN BUST OUT OR FREE PLAY MODE FOR AN "ONLINE WEEKEND" WHERE YOU CAN WORK TOGETHER TO ACHIEVE GOALS, MAKE MONEY, AND UNLOCK OBJECTS! THE BASIC REQUIREMENT FOR THE ONLINE WEEKEND IS THE SAME AS TWO-PLAYER MODE: YOU MUST FIRST COMPLETE THE DREAM SEQUENCE, THEN SAVE YOUR GAME AT MOM'S HOUSE OR LATER. CONSULT YOUR MANUAL FOR THE MECHANICS OF ONLINE PLAY.

Bust Out Mode and Free Play Houses

WHEN PLAYING BUST OUT MODE, YOU CAN (AFTER MOVING INTO ONE OF THE LEVEL 4 HOUSES) VISIT THE THREE FREE PLAY LOTS AND INVITE THEIR INHABITANTS OVER TO VISIT. YOU CAN ESSENTIALLY CREATE YOUR OWN LEVELS AND SET UP DESTINATIONS IN FREE PLAY THAT BENEFIT YOUR BUST OUT SIMS.

YOU COULD, FOR EXAMPLE, SET UP A FREE PLAY HOUSE WITH SIMS OF COMPATIBLE STAR SIGNS TO MAKE GAINING OF FRIENDS FOR CAREER PROMOTIONS EASIER. YOU MAY ALSO PLAY THESE FREE PLAY SIMS TO EARN LOTS OF MONEY AND BUY LOTS OF STUFF, PARTICULARLY HIGH-LEVEL SKILL OBJECTS THAT YOUR BUST OUT SIM HAS UNLOCKED BUT CAN'T YET AFFORD. YOUR BUST OUT SIM MAY THEN VISIT THIS LOT TO TAKE ADVANTAGE OF ITS AMENITIES.

NOTES

WHEN PLAYING FREE PLAY MODE, YOU CAN'T INVITE OVER BUST OUT NPCs OR SAVED SIMS. LIKEWISE, THEY WON'T DROP BY FOR VISITS.

ON THE OTHER HAND, FREE PLAY SIMS CAN BE CALLED AND VISITED FROM BUST OUT MODE. THEY ALSO ATTEND PARTIES THROWN BY YOUR BUST OUT SIM.

Living in a House

BEING A HOUSEMATE CONFERS ALL KINDS OF BENEFITS AND IMPOSES SEVERAL RESPONSIBILITIES. YOU CAN, FOR INSTANCE, PREPARE FOOD IN A HOUSE YOU INHABIT AND SLEEP IN ITS BEDS, BUT THAT'S JUST A SMALL TASTE OF THE ADVANTAGES. YOU CAN ALSO ACCESS THAT HOUSE'S GOALS.

LEARN WHAT YOU CAN AND CANNOT GET AWAY WITH, AND YOU'LL BE ABLE TO LEVERAGE EACH HOUSE TO YOUR ADVANTAGE.

Switching Sims

ONCE YOU MOVE INTO A HOUSE, STARTING WITH LEVEL 3 HOUSES (STUDIO 8, GOTH MANOR, AND TOANE'S GYM), YOU MAY SWITCH CONTROL TO ONE OTHER SIM IN YOUR HOUSE. AS THE GAME PROGRESSES, YOU CONTROL MORE AND MORE SIMS, EVENTUALLY MANNING AN ENTIRE HOUSEHOLD.

THIS CAN BE VERY USEFUL. ALTHOUGH THESE SIMS CAN'T ACHIEVE YOUR GOALS FOR YOU, THEY CAN BE USED TO DO CHORES, PREPARE MEALS, OR DO TIME-CONSUMING REPAIRS THAT YOUR SIM IS TOO BUSY FOR. EARLY ON, SET THESE SIMS TO IMPROVING THEIR COOKING AND MECHANICAL SKILLS, AND YOU MAY NEVER NEED TO HIRE A REPAIRMAN AGAIN.

Bills

WHEN YOU LIVE IN A HOUSE, THE BILLS ARE YOUR RESPONSIBILITY; YOUR NPC ROOMIES WON'T PAY THEM. IF YOU NEGLECT THEM, THE REPO MAN WILL COME AND TAKE HIS DEBT IN OBJECTS.



THOSE BILLS ARE GOING TO MAKE HER FEEL EVEN WORSE.

Changing Your House

ONCE YOU LIVE IN A HOUSE, YOU CAN DO ANYTHING YOU WANT WITH ITS OBJECTS. SELL EVERYTHING IF YOU LIKE AND START FROM SCRATCH; THE CURRENT RESIDENTS WON'T BE OFFENDED.

IF YOU'RE STRAPPED FOR CASH, SELL ALL THE ART OBJECTS IN THE HOUSE AND SPEND THE PROCEEDS ON USEFUL MOTIVE OR SKILL OBJECTS TO FACILITATE YOUR GOALS.

THE ONLY IMPORTANT LIMITATION IS MAINTAINING THE VALUE OF THE HOUSE, WHICH YOU'LL HAVE TO SETTLE UP WHEN YOU MOVE OUT.

Moving Out

WHEN YOU'VE ACHIEVED THE MANDATORY CAREER GOALS FOR A HOUSE (GENERALLY GAINING TWO PROMOTIONS IN ONE CAREER PATH), YOU ARE PERMITTED TO MOVE TO ANOTHER HOUSE. AS MENTIONED EARLIER, YOU HAVE FREEDOM OF CHOICE AS FAR AS HOUSES ARE CONCERNED. ANYTHING THAT HAS BEEN UNLOCKED FOR MOVING IS FAIR GAME.

NOTES

YOU CAN MOVE BACK INTO A HOUSE YOU'VE INHABITED BEFORE TO COMPLETE ANY UNFINISHED GOALS OR JUST TO HANG OUT FOR A WHILE.

TO MOVE OUT, SELECT YOUR VEHICLE AND CHOOSE "MOVE OUT."

Settling up the Simoleans

WHEN YOU MOVE OUT, YOUR ERSTWHILE HOUSEMATES TALLY UP THE HOUSEHOLD FINANCES AND TELL YOU IF YOU OWE ANYTHING OR IF THEY OWE YOU.



GETTING BACK YOUR SIMOLEANS.

Mom's House

THIS AMOUNT IS CALCULATED BY TAKING THE COLLECTIVE NET WORTH OF THE HOUSE WHEN YOU LEAVE AND SUBTRACTING THE NET WORTH WHEN YOU ARRIVED. THIS TAKES INTO ACCOUNT ANY OBJECTS YOU'VE BOUGHT FOR THE HOUSE AND ANY OBJECTS YOU'VE SOLD. IF THE NET WORTH OF THE HOUSE IS LESS THAN WHEN YOU ARRIVED, YOU MUST PAY THE DIFFERENCE. IF IT'S MORE, THEY PAY YOU SO THEY CAN KEEP THE OBJECTS YOU BOUGHT.

REST ASSURED, IT ALL COMES OUT EVEN IN THE END.

Choosing a New Home

ONCE IN YOUR VEHICLE, YOU PICK THE NEXT PLACE YOU WANT TO GO. YOU MAY SELECT ANY HOUSE YOU'VE LIVED IN PREVIOUSLY OR ANY HOUSE YOU'VE UNLOCKED BY ACHIEVING CAREER GOALS. HOUSES UNLOCKED FOR VISITATION ONLY ARE NOT AVAILABLE.



SIMCITY IS YOUR OYSTER. WHERE WILL YOU GO?

CONSULT THE TABLES IN THIS SECTION TO DECIDE WHERE TO GO NEXT FOR YOUR DESIRED CAREER. GOOD LUCK, IT'S GOING TO BE EXCITING.



THEN, AS HAPPENS EVERY NIGHT, MOM POPS UP AND RUINS THE FUN. YOU REALLY NEED THERAPY.



MOM HAS VERY HIGH COOKING SKILLS. LET HER MAKE MEALS, AND HER HOME COOKING WILL REFRESH YOU.

Objective: Activate Double Speed

***UNLOCK: \$50**

PRESS THE CHANGE GAME SPEED BUTTON TO SWITCH BACK AND FORTH TO DOUBLE SPEED.

NOTES

BY DEFAULT, CHANGING THE GAME SPEED ONLY LASTS AS LONG AS YOU HOLD DOWN THE BUTTON. IF YOU WANT THE BUTTON TO SWITCH DOUBLE SPEED ON AND OFF WITH EACH PRESS, GO TO "OPTIONS" AND ACTIVATE "FAST FORWARD TOGGLE."

Mom's House

(Level 1)

- *UNLOCKED HOW: COMPLETE DREAM SEQUENCE
- *CAREERS/LEVELS: ALL, LEVEL 1
- *NUMBER OF UNLOCKABLES : 5
- * UNLOCKS HOUSES: MIMI'S PLACE (MOVE OR VISIT) OR DUDLEY'S TRAILER (MOVE OR VISIT)
- *RESIDENT(S): MOM

Unlockables

- *\$50
- *\$50
- *\$50
- *MAID SERVICES
- *CANCILLA 75 SUPER SCOOTER

The Dream Sequence



THE GAME BEGINS, OR SO IT SEEMS, AT CLUB RUBB. AN ALLURING SIM OF THE OPPOSITE SEX BECKONS, AND THINGS QUICKLY ESCALATE. SELECT THE WILDLY GESTURING SIM AND PLANT A KISS ON HIM/HER.

Objective: Eat Enough Food to Fill Your Stomach

***UNLOCK: \$50**

VENTURE INTO THE KITCHEN AND DEVOUR WHATEVER MOM COOKS. WHATEVER YOU DO, DON'T DO THE COOKING YOURSELF (YOU'LL PROBABLY START A FIRE). WHEN YOUR HUNGER MOTIVE METER REACHES THE TOP, THE GOAL IS SATISFIED.



BUILD SKILLS AT MOM'S. THERE ARE MANY MATERNAL FORCES AT WORK AT MOM'S HOUSE THAT ARTIFICIALLY SUPPORT YOUR MOOD. THIS MAKES IT A GREAT PLACE TO WORK ON SKILLS; JUST MOVE BACK TO MOM'S ANY TIME YOU NEED SOME TRAINING.

USE THIS ADVANTAGE AND GET YOUR COOKING AND MECHANICAL SKILLS UP TO AT LEAST 3 BEFORE YOU GET A JOB.

Objective: Use a Toilet to Empty Your Bladder

***UNLOCK: MAID SERVICE**



HEAD TO THE BATHROOM AND USE THE TOILET. WHEN YOU'RE ALL DONE, THE OBJECTIVE IS DONE.

NOTES

THERE ARE NO BILLS TO PAY AT MOM'S HOUSE.



UNLOCKING THE MAID SERVICE IS CRUCIAL SINCE ONE OF THE FIRST THINGS YOU SHOULD DO IN EACH HOUSE IS CALL FOR A MAID. OTHERWISE, YOU AND YOUR HOUSEMATES WILL HAVE TO DO ALL THE CLEANING, AND THAT'S A BUMMER.

Objective: Do Fun Stuff to Raise Your Fun Level

***UNLOCK: \$50**

SIT ON THE COUCH AND WATCH TV OR DANCE TO THE STEREO UNTIL YOUR FUN IS HIGH. WHEN IT'S HIGH ENOUGH, THE OBJECTIVE IS COMPLETE.



THERE'S ALWAYS MONEY TO BE HAD AT MOM'S. WHEN YOUR BALANCE DROPS BELOW \$100, THE PHONE WILL EVENTUALLY RING WITH MORE MONEY. REPEAT THIS AS MANY TIMES AS YOU LIKE. WHEN IT'S TIME TO MOVE OUT, SELL ALL THE THINGS YOU BOUGHT, AND YOU'LL HAVE MORE CASH THAN YOU STARTED WITH.

Use the Newspaper to Find a Job

***UNLOCK: CANCELLA 75 SUPER SCOOTER**

***UNLOCK: MIMI'S PLACE, MOVE OR VISIT**

***UNLOCK: DUDLEY'S TRAILER, MOVE OR VISIT**



HEAD OUT TO THE FRONT YARD AND PICK UP THE NEWSPAPER, SELECTING "FIND A JOB." PICK WHICHEVER CAREER TRACK YOU WANT TO START WITH (SEE "BUST OUT MODE, OVERVIEW" FOR MORE DETAIL). ONCE YOU'RE GAINFULLY EMPLOYED, THE OBJECTIVE IS COMPLETE, AND YOU CAN MOVE TO A NEW HOUSE.



ONCE THE SCOOTER IS UNLOCKED, EITHER MIMI OR DUDLEY (DEPENDING ON WHICH JOB YOU TOOK AND WHICH HOUSE IT UNLOCKED) WILL PERIODICALLY DROP BY. WHILE YOU'RE AT MOM'S, RAISE YOUR RELATIONSHIP SCORE WITH MIMI OR DUDLEY UP TO 50. WITH THE MOTIVE SUPPORT FROM MOM'S HOUSE, IT'S EASIER TO DO HERE THAN AFTER YOU MOVE. ALSO BECOME FRIENDS WITH MOM. YOU'LL NEED LOTS OF FRIENDS LATER IN THE GAME AND MOM IS ALMOST A 'FREE FRIEND'.

DUDLEY'S TRAILER (Level 2)

***UNLOCKED HOW: TAKE A LEVEL 1 JOB IN PARAMILITARY, JOCK, MAD SCIENTIST, OR GANGSTER CAREERS.**

***CAREERS/LEVELS: PARAMILITARY, JOCK, MAD SCIENTIST, GANGSTER (LEVELS 2 AND 3)**

***NUMBER OF UNLOCKABLES: 15**

***UNLOCKS HOUSES: MIMI'S PLACE (MOVE), GOTH MANOR (MOVE OR VISIT), TOANE'S GYM (MOVE OR VISIT), OCTAGON (VISIT), SHINY THINGS LABS (VISIT), CLUB RUBB (VISIT)**

***RESIDENT(S): DUDLEY LANDGRABB**

Unlockables

- *\$200 SIMOLEONS
- *\$50 SIMOLEONS
- *BIG MOUTH CHAIR
- *DOT-55C DISPOSAL DRUM
- *DUDE BUGGY
- *EXPERIMENTAL LAMP
- *HELLAGRAPHIX 1024 "DIAMOND EDITION"
- *NAG ABOUT HOUSE SOCIAL
- *NEON FLAMINGO SIGN
- *NEVAGESS SECRET DOOR
- *PORTABLE UP-LIGHT
- *PULL MY FINGER SOCIAL
- *SERENADE SOCIAL
- *TORCHEMADA WALL TORCH
- *WHAT THE PUCK! AIR HOCKEY TABLE



AS AT MOM'S HOUSE, IF YOU DEplete YOUR BANK ACCOUNT BELOW \$100, YOU'LL GET A PHONE CALL PROVIDING FREE MONEY.

Objective: Interact with Other Sims to Satisfy Your Social Needs

***UNLOCK: \$50**

INTERACT WITH ANYONE (INCLUDING DUDLEY) JUST TO GET THE HANG OF IT. WHEN YOUR SOCIAL MOTIVE RISES A BIT, THE OBJECTIVE IS DONE.

Objective: Get to Know Dudley Better

***UNLOCK: PULL MY FINGER SOCIAL**

INTERACT WITH DUDLEY AND GET THE RELATIONSHIP SCORE TO 35.



Objective: Have One Skill Point in Cooking

***UNLOCK: \$200**

IF YOU DIDN'T DO IT ALREADY AT MOM'S HOUSE, STUDY COOKING AT THE BOOKSHELF TO GET AT LEAST 1 COOKING SKILL POINT.



DUDLEY'S A VERY GOOD COOK. ENJOY HIS FOOD RATHER THAN WASTING TIME MAKING YOUR OWN.

Objective: Invite Mom over to Your New Place

***UNLOCK: NAG ABOUT HOUSE SOCIAL**

CALL MOM ON THE PHONE AND INVITE HER OVER. THE GOAL IS COMPLETE WHEN SHE ACCEPTS.



Objective: Visit Mimi's Place and Get Her to Pull Your Finger

***UNLOCK: BIG MOUTH CHAIR**

GET ON YOUR VEHICLE AND VISIT MIMI'S PLACE. ONCE THERE, USE THE PULL MY FINGER INTERACTION YOU LEARNED FROM INTERACTING WITH DUDLEY.

ONLY DO THIS ONE IF YOU'VE ALREADY COMPLETED THE "GET TO KNOW DUDLEY BETTER" OBJECTIVE.



Objective: Clean up the Mess

***UNLOCK: DOT-55C DISPOSAL DRUM**

PICK UP ALL THE JUNK OFF THE FLOOR OR HIRE A MAID (VIA THE TELEPHONE) TO DO IT.



Objective: Get to Potion Tester in Mad Scientist Career

***UNLOCK: TORCHEMADA WALL TORCH**

***UNLOCK: DUDE BUGGY**

***UNLOCK: SHINY THINGS LABS, VISIT**

GET A JOB IN THE MAD SCIENTIST CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Shoplifter in the Gangster Career

***UNLOCK: NEVAGESS SECRET DOOR**

***UNLOCK: CLUB RUBB, VISIT**

***UNLOCK: DUDE BUGGY**

GET A JOB IN THE GANGSTER CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Ball Collector in the Jock Career

***UNLOCK: WHAT THE PUCK! AIR HOCKEY TABLE**

***UNLOCK: DUDE BUGGY**

GET A JOB IN THE JOCK CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Boot Polisher in the Paramilitary Career

***UNLOCK: HELLAGRAPHIX 1024 "DIAMOND EDITION"**

***UNLOCK: DUDE BUGGY**

***UNLOCK: THE OCTAGON, VISIT**

GET A JOB IN THE PARAMILITARY CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Pyro in the Mad Scientist Career

***UNLOCK: EXPERIMENTAL LAMP**

***UNLOCK: GOTH MANOR, MOVE OR VISIT**

WITH A JOB AS POTION TESTER IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILL POINTS.

Objective: Get to Burglar in the Gangster Career

***UNLOCK: SERENADE SOCIAL**

WITH A JOB AS SHOPLIFTER IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILL POINTS. YOU HAVE TO BUY AN EASEL TO GET THE NECESSARY SKILL, OR USE THE ONE AT MIMI'S OR MOM'S.

Objective: Get to Rookie in the Jock Career

***UNLOCK: NEON FLAMINGO SIGN**

WITH A JOB AS BALL COLLECTOR IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILL POINTS.

Objective: Get to Drill Instructor in the Paramilitary Career

***UNLOCK: PORTABLE UP-LIGHT**

***UNLOCK: TOANE'S GYM, VISIT OR MOVE**

WITH A JOB AS BOOT POLISHER IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILL POINTS.

MIMI'S PLACE (Level 2)

- *UNLOCKED HOW: TAKE A LEVEL 1 JOB IN COUNTER CULTURE, FASHION VICTIM, OR MOVIE STAR CAREERS.
- *CAREERS/LEVELS: COUNTER CULTURE, FASHION VICTIM, MOVIE STAR (LEVELS 2 AND 3)
- *NUMBER OF UNLOCKABLES: 13
- *UNLOCKS HOUSES: DUDLEY'S TRAILER (MOVE), GOTH MANOR (MOVE OR VISIT), STUDIO 8 (MOVE OR VISIT), TINSEL BLUFFS (VISIT)
- *RESIDENT(S): MIMI LANDGRABB

Unlockables

- | | |
|-------------------------------------|-----------------------------|
| *"VENUSPICE" DRESSER BY POLLY VINYL | *GOSSIP SOCIAL |
| *\$200 SIMOLEONS | *MATSUURA IMPOSTER TYPE-S |
| *\$50 SIMOLEONS | *REPAIRMAN SERVICE |
| *CONFUCIUS WALL LAMP | *SLUSHRUSH BAR COUNTER |
| *EPICURIUS GOURMET STOVE | *TOPIARY SKULL |
| *EXOTICALISTISM FLOOR LAMP | *USE "SIGN LANGUAGE" SOCIAL |
| *GIVE MONEY SOCIAL | |



AS AT MOM'S HOUSE AND DUDLEY'S TRAILER, IF YOU DEplete YOUR BANK ACCOUNT BELOW \$100, YOU'LL GET A PHONE CALL PROVIDING FREE MONEY.

Objective: Interact with Other Sims to Satisfy Your Social Needs

*UNLOCK: \$50

INTERACT WITH ANYONE (INCLUDING MIMI) FOR A BIT JUST TO GET THE HANG OF IT. WHEN YOUR SOCIAL MOTIVE RISES A BIT, THE OBJECTIVE IS DONE.



MIMI'S A GOOD COOK. ENJOY HER FOOD RATHER THAN WASTING TIME MAKING YOUR OWN.

Objective: Get to Know Mimi Better

*UNLOCK: USE "SIGN LANGUAGE" SOCIAL

INTERACT WITH MIMI AND GET THE RELATIONSHIP SCORE TO 35.



Objective: Have One Skill Point in Cooking

*UNLOCK: \$200

IF YOU DIDN'T DO IT ALREADY AT MOM'S HOUSE OR DUDLEY'S TRAILER, STUDY COOKING AT THE BOOKSHELF TO GET AT LEAST 1 COOKING SKILL POINT.



Objective: Invite Mom Over to Your New Place

*UNLOCK: GIVE MONEY SOCIAL

CALL MOM ON THE PHONE AND INVITE HER OVER. THE GOAL IS COMPLETE WHEN SHE ACCEPTS.



Objective: Visit Dudley and Use "Sign Language" on Him

*UNLOCK: TOPIARY SKULL

GET ON YOUR VEHICLE AND VISIT DUDLEY'S TRAILER. ONCE THERE, USE THE USE "SIGN LANGUAGE" INTERACTION YOU LEARNED BY INTERACTING WITH MIMI.



ONLY DO THIS ONE IF YOU'VE ALREADY COMPLETED THE "GET TO KNOW MIMI BETTER" OBJECTIVE.

Objective: Fix All the Broken Things

***UNLOCK: REPAIRMAN SERVICE**

REPAIR THE ESPRESSO MACHINE (IN THE KITCHEN) OR HIRE A REPAIRMAN (VIA THE TELEPHONE) TO DO IT.



Objective: Get to Kiddie Show Sidekick in Movie Star Career

***UNLOCK: GOSSIP SOCIAL**
***UNLOCK: MATSUURA IMPOSTER TYPE-S**
***UNLOCK: TINSEL BLUFFS, VISIT**

GET A JOB IN THE MOVIE STAR CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Lingerie Model in the Fashion Victim Career

***UNLOCK: SLUSHRUSH BAR COUNTER**
***UNLOCK: MATSUURA IMPOSTER TYPE-S**

GET A JOB IN THE FASHION VICTIM CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Leaflet Distributor in the Counter Culture Career

***UNLOCK: EPICURIOUS GOURMET STOVE**
***UNLOCK: PIXEL ACRES, VISIT**
***UNLOCK: MATSUURA IMPOSTER TYPE-S**

GET A JOB IN THE COUNTER CULTURE CAREER AND GO TO WORK IN A GOOD MOOD. THERE ARE NO OTHER REQUIREMENTS FOR THIS CAREER LEVEL.

Objective: Get to Stunt Double in the Movie Star Career

***UNLOCK: EXOTICALISM FLOOR LAMP**
***UNLOCK: GOTH MANOR, MOVE OR VISIT**

WITH A JOB AS KIDDIE SHOW SIDEKICK IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Body Waxer in the Fashion Victim Career

***UNLOCK: "VENUSPICE" DRESSER BY POLLY VINYL**
***UNLOCK: STUDIO 8, MOVE OR VISIT**

WITH A JOB AS LINGERIE MODEL IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Basket Weaver in the Counter Culture Career

***UNLOCK: CONFUCIUS WALL LAMP**
***UNLOCK: STUDIO 8, MOVE OR VISIT**

WITH A JOB AS LEAFLET DISTRIBUTOR IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

GOTH MANOR (Level 3)

***UNLOCKED HOW:** MIMI'S PLACE (MOVIE STAR), DUDLEY'S TRAILER (MAD SCIENTIST)
***CAREERS/LEVELS:** MOVIE STAR, MAD SCIENTIST (LEVELS 4 AND 5)
***NUMBER OF UNLOCKABLES:** 10
***UNLOCKS HOUSES:** SHINY THINGS LAB (MOVE OR VISIT), CLUB RUBB (MOVE OR VISIT)
***RESIDENT(S):** BELLA GOTH, MORTIMER GOTH
***MALCOLM REPOSSESS:** SPECTER DETECTOR SÉANCE TABLE, ANATOMICAL SKELETON DISPLAY

Unlockables

- *GENE GENIE INCUBATOR
- *BOGGS' MEMORIAL COMMODE
- *TUMULTeCH "SIM-PHONY" SYNTHESIZER
- *DO MAGIC TRICK SOCIAL
- *TELL STORY SOCIAL
- *SPECTER DETECTOR
- *SÉANCE TABLE
- *ANATOMICAL SKELETON DISPLAY
- *RGB FLASHBACK
- *NAG ABOUT FRIENDS SOCIAL
- *KISS HAND SOCIAL



WITH ITS HIGH-END LOGIC (INCUBATOR) AND CREATIVE (SYNTHESIZER) SKILL ITEMS, GOTH MANOR IS THE PLACE TO WORK ON THOSE TWO SKILLS.

Objective: Make Friends with Bella or Mortimer

- *UNLOCK: NAG ABOUT FRIENDS SOCIAL AND/OR KISS HAND SOCIAL



ELEVATE YOUR RELATIONSHIP SCORE WITH EITHER BELLA OR MORTIMER GOTH (OR BOTH) TO 50 OR MORE AND RECEIVE THEIR RESPECTIVE SIGNATURE SOCIAL INTERACTIONS.

Objective: Control Another Sim by Pressing the Change Sim Button

- *UNLOCK: TELL STORY SOCIAL

PRESS THE CHANGE SIM BUTTON AND SHIFT CONTROL FROM YOUR PRIMARY SIM TO THE HOUSEMATE SIM OF THE SAME GENDER. ONCE THIS IS DONE, YOU CAN SWITCH BACK AND FORTH AS YOU PLEASE.

Objective: Find the Fern That Was Stolen from the Goths

- *UNLOCK: RGB FLASHBACK



VISIT DUDLEY'S TRAILER AND WALK TO THE REAR OF HIS PROPERTY. NEAR THE BROKEN-DOWN CAR IS A LARGE FERN. SELECT IT AND CHOOSE "STEAL FERN." RETURN TO GOTH MANOR.

Objective: Buy \$1,000 Worth of Improvements for the Goths

- *UNLOCK: SPECTER DETECTOR SÉANCE TABLE

PURCHASE ANY OBJECTS FOR THE HOUSE THAT TOTAL AT LEAST \$1,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE. YOU MUST DO THIS BEFORE THE "EXORCISE THE GHOSTS" OBJECTIVE.

Objective: Exorcise the Ghosts by Holding a Séance

- *UNLOCK: ANATOMICAL SKELETON DISPLAY



ONCE YOU HAVE UNLOCKED THE SÉANCE TABLE (SEE "BUY \$1,000 WORTH OF IMPROVEMENTS FOR THE GOTHs"), BUY IT AND PLACE IT SOMEWHERE IN THE HOUSE WITH A CHAIR NEXT TO IT.

USE THE CONTACT SPIRITS INTERACTION AFTER NIGHTFALL AS MANY TIMES AS NECESSARY TO EXORCISE ALL THE HOUSE'S GHOSTS. WHEN THE LAST ONE IS FREED, THE OBJECTIVE IS COMPLETE.

Objective: Get to Horror Movie Extra in the Movie Star Career

- *UNLOCK: TUMULTeCH "SIM-PHONY" SYNTHESIZER

WITH A JOB AS STUNT DOUBLE IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH AT LEAST CHARISMA SKILL 2, BODY 1, AND TWO FRIENDS.

Objective: Get to Virus Breeder in the Mad Scientist Career

***UNLOCK: GENE GENIE INCUBATOR**

WITH A JOB AS PYRO IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Soap Opera Star in the Movie Star Career

***UNLOCK: DO MAGIC TRICK SOCIAL**

***UNLOCK: CLUB RUBB, MOVE OR VISIT**

WITH A JOB AS HORROR MOVIE EXTRA IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Chemist in the Mad Scientist Career

***UNLOCK: BOGGS' MEMORIAL COMMODE**

***UNLOCK: SHINY THINGS LAB, MOVE OR VISIT**

WITH A JOB AS VIRUS BREEDER IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

TOANE'S GYM (Level 3)

***UNLOCKED HOW:** DUDLEY'S TRAILER (JOCK, GANGSTER, PARAMILITARY)

***CAREERS/LEVELS:** JOCK, GANGSTER, PARAMILITARY (LEVELS 4 AND 5)

***NUMBER OF UNLOCKABLES:** 12

***UNLOCKS HOUSES:** CASA CALIENTE (MOVE OR VISIT), SHINY THINGS LABS (MOVE OR VISIT), CLUB RUBB (MOVE OR VISIT)

***RESIDENT(S):** GOLDIE TOANE, MAX TOANE

***MALCOLM REPOSSESS:** LIFE ROCKS! CLIMBING WALL, PERSPIRACTION EXECUTIVE TREADMILL

Unlockables

***AROMASTER WHIFFERPUFF "GOLD"**

***BEAR HUG SOCIAL**

***FLUSH FORCE 5 XLT**

***HIGH DIVE**

***LIFE ROCKS! CLIMBING WALL**

***MAXIMOTO TSUNAMI X-TEQ**

***MISS MEMO SLEEPER**

***NUGGIE SOCIAL**

***SHOW OFF MUSCLES SOCIAL**

***SNAP TOWEL SOCIAL**

***SONIC SHOWER**

***TURNTABLITZ DJ BOOTH**

Objective: Make Friends with Max or Goldie

***UNLOCK: BEAR HUG SOCIAL AND/OR NUGGIE SOCIAL**

ELEVATE YOUR RELATIONSHIP SCORE WITH EITHER GOLDIE OR MAX (OR BOTH) TO 50 OR MORE AND RECEIVE THEIR RESPECTIVE SIGNATURE SOCIAL INTERACTIONS.



Objective: Control Another Sim by Pressing the Change Sim Button

***UNLOCK: SNAP TOWEL SOCIAL**

PRESS THE CHANGE SIM BUTTON AND SHIFT CONTROL FROM YOUR PRIMARY SIM TO THE HOUSEMATE SIM OF THE SAME GENDER. ONCE THIS IS DONE, YOU CAN SWITCH BACK AND FORTH AS YOU PLEASE.

Objective: Go to Dudley's Trailer and Party

***UNLOCK: MAXIMOTO TSUNAMI X-TEQ**

VISIT DUDLEY'S TRAILER, AND HE'LL THROW A PARTY IN YOUR HONOR. GO IN THE AFTERNOON SO THERE'S TIME FOR THE

PARTY TO GET SWINGING BEFORE THE COPS COME. YOU MUST EXCHANGE PLEASANTRIES WITH EVERYONE AT THE PARTY. TO FULFILL THE OBJECTIVE, YOU MUST HAVE A RELATIONSHIP SCORE OF 5 OR GREATER WITH DUDLEY AND EVERY GUEST.



Objective: Buy \$1,000 Worth of Improvements for the Gym

***UNLOCK: FLUSH FORCE 5 XLT**

PURCHASE ANY OBJECTS FOR THE HOUSE THAT TOTAL AT LEAST \$1,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

Objective: Get Four Sims to Join Toane's Gym as Members



SOON AFTER YOUR ARRIVAL, PUT MAX OR GOLDIE TO WORK IMPROVING THEIR COOKING SKILL. BUY THE EPICURIOUS GOURMET STOVE AND LET THEM TRAIN AT HIGH SPEED. THEN, AT THE MEMBERSHIP PARTY, GET THEM INTERACTING WITH IT AND SERVING UP FOOD TO THE HUNGRY GUESTS.

***UNLOCK: TURNTABLITZ DJ Booth**

TO BRING IN THE POTENTIAL MEMBERS, YOU HAVE TO THROW A SHINDIG. CATER TO YOUR GUEST'S MOTIVES SO THEY WON'T LEAVE BEFORE YOU CAN ENROLL FOUR SIMS.



START BY SELLING OFF ANYTHING UNNECESSARY. THIS INCLUDES THE EXERCISE EQUIPMENT. NEXT, BUY AS MANY FUN GROUP OBJECTS AS YOU CAN AFFORD AND PUT THEM IN THE PARTY ROOMS WITH PLENTY OF PLACES TO SIT. THE VIDEO GAME CONSOLE WORKS NICELY FOR PARTIES. MAKE SURE THE HOT TUB IS CLEAN AND FUNCTIONAL. REMEMBER, YOU MUST INCREASE THE HOUSE VALUE BY \$1,000 OR YOUR FRIENDS WON'T ACCEPT YOUR INVITATION LATER.



THE LASER LIGHT SHOW OR THE AROMASTER ARE GOOD THINGS TO PUT IN THE PARTY ROOM, SET TO THEIR ENERGY ENHANCEMENT SETTINGS. THIS GIVES A PASSIVE ENERGY BOOST TO EVERYONE IN THE ROOM, THE HARDEST MOTIVE TO SUPPLY TO GUESTS.

BE SURE THERE'S AN ESPRESSO MACHINE THAT'S EASY TO GET TO AND KEEP THE FOOD COMING. USE THE ROOMMATE YOU CAN CONTROL TO COOK THE FOOD, LEAVING YOU FREE TO MINGLE.

ON THE DAY OF THE PARTY, SKIP WORK AND MAX OUT YOUR MOTIVES AROUND LUNCHTIME. USE THE PHONE TO INVITE FOUR FRIENDS; THIS STARTS THE PARTY. GO MAKE THE FIRST BATCH OF FOOD.



THE GOAL IS TO HAVE THE PARTY RAGE ON LONG ENOUGH TO SATISFY THE OBJECTIVE. THIS MEANS STARTING EARLY BECAUSE AFTER 1:00 AM, THE POLICE SHOW UP AND SHUT YOU DOWN.

IF THE PARTY PETERS OUT BEFORE YOU ENROLL FOUR SIMS, YOU'LL HAVE TO TRY AGAIN ANOTHER DAY.



WHILE THE PARTY RAGES, PICK OUT FOUR FRIEND SIMS AND INVITE THEM TO JOIN THE GYM. IF YOU GET FOUR OF THEM TO ACCEPT YOUR OFFER, YOU SATISFY THE OBJECTIVE. NONFRIENDS WILL NOT ACCEPT.

Objective: Get to Starter in the Jock Career

***UNLOCK: LIFE ROCKS! CLIMBING WALL**

WITH A JOB AS ROOKIE IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Car Thief in the Gangster Career

***UNLOCK: HIGH DIVE**

WITH A JOB AS BURGLAR IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Paratrooper in the Paramilitary Career

***UNLOCK: SHOW OFF MUSCLES SOCIAL**

WITH A JOB AS DRILL INSTRUCTOR IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to All-Star in the Jock Career

*UNLOCK: AROMASTER WHIFFERPUFF "GOLD"

*UNLOCK: MOVE OR VISIT, CLUB RUBB

WITH A JOB AS STARTER IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Mugger in the Gangster Career

*UNLOCK: SONIC SHOWER

*UNLOCK: CASA CALIENTE, MOVE OR VISIT

WITH A JOB AS CAR THIEF IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Chopper Pilot in the Paramilitary Career

*UNLOCK: MISS MEMO SLEEPER

*UNLOCK: SHINY THINGS LABS, MOVE OR VISIT

WITH A JOB AS PARATROOPER IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

STUDIO 8 (Level 3)

- *UNLOCKED HOW: MIMI'S HOUSE (COUNTER CULTURE, FASHION VICTIM)
- *CAREERS/LEVELS: COUNTER CULTURE, FASHION VICTIM (LEVELS 4 AND 5)
- *NUMBER OF UNLOCKABLES: 9
- *UNLOCKS HOUSES: CLUB RUBB (MOVE OR VISIT), CASA CALIENTE (MOVE OR VISIT)
- *RESIDENT(S): CHARITY GRANT, ARTIE FISCHL
- *MALCOLM REPOSSESS: KRAFTKING POTTER'S WHEEL, ARTIST'S BLOCK

Unlockables

*8-STEP "LOVE YOURSELF" WALL LAMP

*AIR KISS SOCIAL

*ARTIST'S BLOCK

*CRUISETTE LEVIATHAN

*FAKE OUT SOCIAL

*FLOYD CO. LASER LIGHT SHOW

*KRAFTKING POTTER'S WHEEL

*SISSY FIGHT SOCIAL

*TELL LIES SOCIAL

Objective: Make Friends with Artie or Charity

*UNLOCK: FAKE OUT SOCIAL AND/OR TELL LIES SOCIAL

ELEVATE YOUR RELATIONSHIP SCORE WITH EITHER ARTIE OR CHARITY (OR BOTH) TO 50 OR MORE AND RECEIVE THEIR RESPECTIVE SIGNATURE SOCIAL INTERACTIONS.



Objective: Control Another Sim by Pressing the Change Sim Button

*UNLOCK: SISSY FIGHT SOCIAL

PRESS THE CHANGE SIM BUTTON AND SHIFT CONTROL FROM YOUR PRIMARY SIM TO THE HOUSEMATE SIM OF THE SAME GENDER. ONCE THIS IS DONE, YOU CAN SWITCH BACK AND FORTH AS YOU PLEASE.

Objective: Visit Mimi's Place and Make Sure Mimi is OK

*UNLOCK: CRUISETTE LEVIATHAN

VISIT MIMI'S PLACE AND PICK UP HER TRASH. WHEN EVERY PIECE IS IN THE CAN, YOU COMPLETE THIS OBJECTIVE.



Objective: Buy \$1,000 Worth of Improvements for the Studio

***UNLOCK: BEEJAPHONE GUITAR**

PURCHASE ANY OBJECTS FOR THE HOUSE THAT TOTAL AT LEAST \$1,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

Objective: Have a Great Art Opening by Rearranging the Art

***UNLOCK: KRAFTKING POTTER'S WHEEL**

TO PRESENT YOUR GALLERY TO THE WORLD, YOU HAVE TO THROW A SHINDIG. CATER TO YOUR GUESTS' MOTIVES SO THEY WON'T LEAVE UNTIL THE PARTY IS CONSIDERED A SUCCESS.



NOTES

YOU DON'T ACTUALLY HAVE TO REARRANGE THE ART; THE POINT IS TO THROW A BIG GALLERY PARTY.

TO FULFILL THE PARTY REQUIREMENTS, YOU'LL NEED FIVE VISITORS IN THE SAME ROOM DURING A PARTY, AND THAT ROOM'S SCORE MUST BE AT OR ABOVE 90. THE LEFT ROOM ALREADY MEETS THIS REQUIREMENT, BUT THE FRONT RIGHT ROOM DOES NOT.

START BY SELLING OFF ANYTHING UNNECESSARY. THIS INCLUDES THE ART THAT'S ANYWHERE BUT THE TWO BIG ROOMS (WHICH SERVE AS PARTY ROOMS). NEXT, BUY AS MANY FUN GROUP OBJECTS AS YOU CAN AFFORD AND PUT THEM IN THE PARTY ROOMS WITH PLENTY OF PLACES TO SIT. THE VIDEO GAME CONSOLE WORKS NICELY FOR PARTIES. IF YOU DON'T HAVE A HOT TUB, BUY THE BEST ONE YOU CAN AFFORD (YOU CAN RETURN IT AFTER THE PARTY).



THE LASER LIGHT SHOW AND THE AROMASTER ARE GOOD THINGS TO PUT IN THE PARTY ROOM, SET TO THEIR ENERGY ENHANCEMENT SETTINGS. THIS GIVES A PASSIVE ENERGY BOOST TO EVERYONE IN THE ROOM, THE HARDEST MOTIVE TO SUPPLY TO GUESTS.

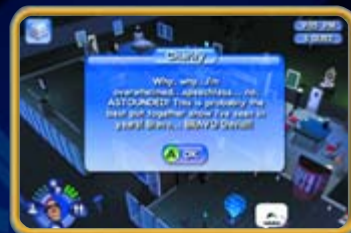
BE SURE THERE'S AN ESPRESSO MACHINE THAT'S EASY TO GET TO AND KEEP THE FOOD COMING. USE THE ROOMMATE YOU CAN CONTROL TO COOK THE FOOD, LEAVING YOU FREE TO MINGLE.

ON THE DAY OF THE PARTY, SKIP WORK AND MAX OUT YOUR MOTIVES AROUND LUNCHTIME. USE THE PHONE TO START THE PARTY, THEN GO MAKE THE FIRST BATCH OF FOOD.



THE GOAL IS TO HAVE THE PARTY RAGE ON LONG ENOUGH TO SATISFY THE OBJECTIVE. THIS MEANS STARTING EARLY BECAUSE AFTER 1:00 AM, THE POLICE SHOW UP AND SHUT YOU DOWN.

IF THE PARTY'S A SUCCESS, YOU'LL READ THE RAVE REVIEWS ONSCREEN AND THE OBJECTIVE WILL BE YOURS. IF THE PARTY PETERS OUT, YOU'LL HAVE TO TRY AGAIN ANOTHER DAY.



Objective: Get to Flower Child in the Counter Culture Career

***UNLOCK: ARTIST'S BLOCK**

WITH A JOB AS BASKET WEAVER IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Fingernail Painter in the Fashion Victim Career

***UNLOCK: FLOYD CO. LASER LIGHT SHOW**

WITH A JOB AS BODY WAXER IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Massage Therapist in the Counter Culture Career

***UNLOCK: 8-STEP "LOVE YOURSELF" WALL LAMP**

WITH A JOB AS FLOWER CHILD IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Wig Designer in the Fashion Victim Career

***UNLOCK: AIR KISS SOCIAL**

WITH A JOB AS FINGERNAIL PAINTER IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

CASA CALIENTE (Level 4)

- *UNLOCKED HOW: STUDIO 8 (COUNTER CULTURE), TOANE'S GYM (GANGSTER)
- *CAREERS/LEVELS: COUNTER CULTURE, GANGSTER (LEVELS 6 AND 7)
- *NUMBER OF UNLOCKABLES: 10
- *UNLOCKS HOUSES: PIXEL ACRES (MOVE OR VISIT), 1 FREE STREET (VISIT), 2 FREE STREET (VISIT), 3 FREE STREET (VISIT), GOTH MANOR (VISIT)
- *RESIDENT(S): CHASE SKURTZ, PAISLEY RAINBOW

Unlockables

- | | |
|------------------------------|----------------------------------|
| *FORCE TO SLAP SELF SOCIAL | *SILI-CAMP TENT |
| *HAWAIIAN FANTASY TIKI TORCH | *SPRITZENFUNKEN Q3 (FAMILY GOAL) |
| *NIAGARA LOVE TUB | *THAT 70S WINDOW |
| *ROMANTIC KISS SOCIAL | *TORCHEMADA CANDELABRA |
| *SHAM-SHAG POLAR BEAR RUG | *VIBROMATIC HEART BED |

Objective: Buy \$1,500 Worth of Improvements for Casa Caliente

*UNLOCK: SHAM-SHAG POLAR BEAR RUG

PURCHASE ANY OBJECTS FOR THE HOUSE THAT TOTAL AT LEAST \$1,500. ONCE YOU'VE PLACED THE OBJECTS, THE OBJECTIVE IS COMPLETE.

Objective: Fall In Love/Invite Your Lover Over

*UNLOCK: HAWAIIAN FANTASY TIKI TORCH

GET ANY SIM TO FALL IN LOVE WITH YOU, OR INVITE OVER A SIM WHO ALREADY IS.



FOR A NEW LOVE, BUILD A RELATIONSHIP ABOVE 70 AND BEGIN TO ATTEMPT ROMANTIC INTERACTIONS WITH THAT SIM (LIKE KISSING). THERE'S A RANDOM CHANCE EACH TIME THAT BOTH SIMS WILL FALL IN LOVE.

WHEN AN ALREADY-ESTABLISHED LOVE ARRIVES AT YOUR PLACE, GET THAT SIM IN A GOOD MOOD AND PLANT A KISS ON HIM OR HER.

Objective: Go to Studio 8 and Help with the "Outsider Art"

*UNLOCK: THAT 70S WINDOW

*UNLOCK: GOTH MANOR, VISIT



VISIT STUDIO 8 AND PAINT A COMPLETE PICTURE ON THE EASEL IN THE KITCHEN. WHEN IT'S GOOD ENOUGH, ARTIE WILL TELL YOU.

Objective: Score with Two Sims at the Same Party

*UNLOCK: ROMANTIC KISS SOCIAL

THOUGH THE TRY AND SCORE INTERACTION IS ALWAYS AVAILABLE IN THE CASA CALIENTE, IT WILL ONLY WORK IF THERE'S A PARTY UNDERWAY. SO HAVE A PARTY.

MAKE SURE THERE ARE AT LEAST TWO SIMS ATTENDING WITH WHOM YOU HAVE VERY HIGH RELATIONSHIPS IF NOT OUTRIGHT LOVE. CALL AND INVITE THEM BEFORE YOU CALL TO START THE PARTY OR, BETTER, HAVE TWO LOVERS RESIDING IN THE HOUSE (TRICKY BUT NOT IMPOSSIBLE).

GIVE YOUR GUESTS SOME TIME TO GET THEIR MOODS UP. ESTABLISH LOVE WITH YOUR INTENDED MAKE OUT RECIPIENTS (WITH A KISS OR TWO), THEN FOLLOW UP WITH THE TRY AND SCORE INTERACTION. IF THE RECIPIENT'S MOOD IS HIGH ENOUGH, YOU'LL BE SUCCESSFUL. MAKE SURE THAT ANOTHER SIM WHO'S IN LOVE WITH YOUR SIM ISN'T IN THE SAME ROOM, OR THERE'LL BE SLAPPING.



Objective: Find a Neighbor Who Knows about Candelabras

***UNLOCK: TORCHEMADA CANDELABRA**

GO TO GOTH MANOR. IF IT'S NOT ALREADY UNLOCKED FOR VISITING, YOU MUST DO THE "OUTSIDER ART" OBJECTIVE FIRST.

YOU MUST ALSO HAVE THE ROMANTIC KISS INTERACTION UNLOCKED, SO DO THE "SCORE WITH TWO SIMS" OBJECTIVE IN THIS HOUSE FIRST.

AT GOTH MANOR, DEVELOP A RELATIONSHIP WITH EITHER BELLA OR MORTIMER ABOVE 70. THEN TRY THE ROMANTIC KISS INTERACTION ON HIM/HER. IF IT WORKS, YOU'LL RECEIVE THE CANDELABRA.



Objective: Get to Body Guard in the Gangster Career

***UNLOCK: FORCE TO SLAP SELF SOCIAL**

WITH A JOB AS MUGGER IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Transcendentalist in the Counter Culture Career

***UNLOCK: SILI-CAMP TENT**

***UNLOCK: PIXEL ACRES, MOVE OR VISIT**

WITH A JOB AS YOGA INSTRUCTOR IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Arsonist in the Gangster Career

***UNLOCK: NIAGARA LOVE TUB**

***UNLOCK: PIXEL ACRES (MOVE OR VISIT)**

WITH A JOB AS BODY GUARD IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get Married (Family Goal)

***UNLOCK: SPRITZENFUNKEN Q3**

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT'LL APPEAR AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

SHINY THINGS LABS (Level 4)

***UNLOCKED HOW: GOTH MANOR (MAD SCIENTIST), TOANE'S GYM (PARAMILITARY)**

***CAREERS/LEVELS: MAD SCIENTIST, PARAMILITARY (LEVELS 6 AND 7)**

***NUMBER OF UNLOCKABLES: 10**

***UNLOCKS HOUSES: THE OCTAGON (MOVE OR VISIT), 1 FREE STREET (VISIT), 2 FREE STREET (VISIT), 3 FREE STREET (VISIT), STUDIO 8**

***RESIDENT(S): VAUGHN BRAUN AND MIKINO NADA**

Unlockables

***BIRD OF PARADISE**

***GIANT FERN**

***HORRORWITZ "STAR-TRACK" TELESCOPE**

***HYPNOTIZE SOCIAL**

***KRAFTKING INVENTOR'S WORKSHOP**

***PATHMATIC SLIDING DOOR**

***SLP LAMP**

***SPRITZENFUNKEN Q3 (FAMILY GOAL)**

***TESLA COIL 3.0**

***WARKRAFT RADAR DISH**

Objective: Buy \$1,500 Worth of Lab Equipment

***UNLOCK: KRAFTKING INVENTOR'S WORKSHOP**

PURCHASE ANY OBJECTS (THEY DON'T HAVE TO BE ACTUAL LAB EQUIPMENT) FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$1,500. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

Objective: Find out Where the Contaminating Spores Are Coming From

***UNLOCK: GIANT FERN**

***UNLOCK: STUDIO 8, VISIT**

GO TO GOTH MANOR AND SELECT THE GIANT FERN NEAR THE FRONT DOOR. SELECT "STEAL FERN."



Objective: Show off Rocket Gnomes at "Launch Party"

***UNLOCK: HYPNOTIZE SOCIAL**

ONCE YOU HAVE THE KRAFTKING INVENTOR'S WORKSHOP AND HAVE PRODUCED A ROCKET GNOME (YOU MUST HAVE AT LEAST 8 MECHANICAL SKILL), THROW A PARTY. YOU SHOULD PRODUCE FIVE ROCKET GNOMES AND MOVE ONE OUTSIDE BEFORE SENDING OUT THE PARTY INVITATION.

DURING THE PARTY, FIRE OFF THE FIRST ROCKET GNOME. OF COURSE, SOMEONE JUST HAS TO CHALLENGE YOU TO FIRE OFF FIVE IN A ROW. MOVE THEM OUTSIDE IN A LINE VIA BUY MODE AND QUEUE THE LAST FOUR UP TO GO OFF IN ORDER. IF YOU CAN DO ALL THIS BEFORE THE PARTY ENDS, YOU COMPLETE THE OBJECTIVE.



Objective: Go to Studio 8 and Change Their Minds about Scientists

***UNLOCK: PATHMATIC SLIDING DOOR**

VISIT STUDIO 8 AND USE THE HYPNOTIZE INTERACTION ON EITHER ARTIE OR CHARITY.



Fall in Love/Invite Your Lover Over

***UNLOCK: BIRD OF PARADISE**

GET ANY SIM TO FALL IN LOVE WITH YOU, OR INVITE OVER A SIM WHO ALREADY IS.

FOR A NEW LOVE, BUILD A RELATIONSHIP ABOVE 70 AND BEGIN TO ATTEMPT ROMANTIC

INTERACTIONS WITH THAT SIM (LIKE KISSING). THERE'S A RANDOM CHANCE EACH TIME THAT BOTH SIMS WILL FALL IN LOVE.

WHEN AN ALREADY-ESTABLISHED LOVE ARRIVES AT YOUR PLACE, GET THAT SIM IN A GOOD MOOD AND PLANT A KISS ON HIM OR HER.



Objective: Get to Vivisectionist in the Mad Scientist Career

***UNLOCK: TESLA COIL 3.0**

WITH A JOB AS CHEMIST IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Covert Ops in the Paramilitary Career

***UNLOCK: HORRORWITZ "STAR-TRACK" TELESCOPE**

WITH A JOB AS CHOPPER PILOT IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Gene Splicer in the Mad Scientist Career

*UNLOCK: SLP LAMP

*UNLOCK: THE OCTAGON, MOVE OR VISIT

WITH A JOB AS VIVISECTIONIST IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Secret Agent in the Paramilitary Career

*UNLOCK: WARKRAFT RADAR DISH

*UNLOCK: THE OCTAGON, MOVE OR VISIT

WITH A JOB AS COVERT OPS IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Get Married (Family Goal)

*UNLOCK: SPRITZENFUNKEN Q3

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT'LL APPEAR AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

CLUB RUBB (Level 4)

*UNLOCKED HOW: STUDIO 8 (FASHION VICTIM), TOANE'S GYM (JOCK), GOTH MANOR (MOVIE STAR)

*CAREERS/LEVELS: FASHION VICTIM, TOANE'S GYM, MOVIE STAR (LEVELS 6 AND 7)

*NUMBER OF UNLOCKABLES: 12

*UNLOCKS HOUSES: HOLLYWOOD HOUSE (MOVE OR VISIT), 1 FREE STREET (VISIT), 2 FREE STREET (VISIT), 3 FREE STREET (VISIT), STUDIO 8 (VISIT)

*RESIDENT(S): BING BLING, MONA LOTT

Unlockables

*ADMIRE BODY SOCIAL

*BOOTY TEASE SOCIAL

*BOUNCE MY BOOTY
DANCE FLOOR

*KLASSIKLEAN

"MORE-SAIC" TUB

*MOON WALK SOCIAL

*Q3 RECLINER

*SLOW DANCE SOCIAL

*SPRITZENFUNKEN Q3

*TELL DIRTY JOKE SOCIAL

*THE APOPLECTIC
PHOTOELECTRIC

*WICKED BREEZE

OUTDOOR SHOWER

*WOLF WHISTLE SOCIAL

Objective: Buy \$1,500 Worth of Improvements for the Club

*UNLOCK: BOUNCE MY BOOTY DANCE FLOOR

PURCHASE ANY OBJECTS FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$1,500. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

IT'S A GOOD IDEA TO BUILD A RESPECTABLE KITCHEN, A MULTI-DOOR AND MULTI-BOWL BATHROOM, AND A BEDROOM OR TWO OFF THE MAIN ROOM SINCE CLUB RUBB COMES WITH NOWHERE TO SLEEP OR PEE AND HAS ONLY MINIMAL COOKING FACILITIES (NOT REMOTELY ADEQUATE FOR A CROWD OF PARTYGOERS).

Objective: Find out What's Going on at Toane's Gym

*UNLOCK: WICKED
BREEZE OUTDOOR
SHOWER

*UNLOCK: STUDIO 8,
VISIT

VISIT TOANE'S GYM AND PERFORM THREE TRIPLE JUMPS IN A ROW OFF THE HIGH DIVE

BOARD. IF YOU FAIL IN ONE OR DO A DIFFERENT KIND OF DIVE, YOU MUST START OVER. THE HIGHER YOUR BODY SKILL, THE BETTER THE CHANCES OF DOING EACH DIVE CORRECTLY.



Objective: Throw the Ultimate DJ Dance Party

*UNLOCK: Q3 RECLINER

TO COMPLETE THIS OBJECTIVE, YOU NEED TWO THINGS: A DANCE FLOOR (UNLOCKED BY THE PREVIOUS OBJECTIVE AND PLACED IN THE SAME ROOM AS THE DJ BOOTH) AND AT LEAST CREATIVE 7 (THE HIGHER THE BETTER).

NEXT, GET YOUR MOTIVES HIGH AND MAKE THE CALL FOR THE PARTY. WHEN THE THRONGS ARRIVE, DUCK BEHIND THE DJ BOOTH AND CHOOSE TO "SPIN." THE BETTER YOUR CREATIVE SKILL, THE BETTER YOU'LL BE AT RUNNING THE DJ BOOTH.

THE GOAL IS TO HAVE AT LEAST FIVE SIMS ON THE DANCE FLOOR. THREE OF THESE CAN BE YOUR PLAYABLE ROOMMATES, SO SWITCH THROUGH THEM AND GET EACH TO THE FLOOR. THEY CAN THEN INVITE ANY NONDANCING ATTENDEES TO JOIN. WITH THE COMBINATION OF FIVE OR MORE DANCERS AND A DJ WITH 7 OR HIGHER CREATIVITY, THE OBJECTIVE IS COMPLETE.



Objective: Show off Some Club Rubb Moves at Studio 8

*UNLOCK: THE APOPLECTIC PHOTOELECTRIC

BEFRIEND BING BLING (RELATIONSHIP SCORE OVER 50) TO LEARN HIS BREAK DANCE INTERACTION.

VISIT STUDIO 8 AND USE THE INTERACTION ON EITHER ARTIE OR CHARITY.



Objective: Fall in Love/Invite Your Lover Over

*UNLOCK: KLASSIKLEAN "MORE-SAIC" TUB

GET ANY SIM TO FALL IN LOVE WITH YOU OR INVITE OVER A SIM WHO ALREADY IS.

FOR A NEW LOVE, BUILD A RELATIONSHIP ABOVE 70 AND BEGIN TO ATTEMPT ROMANTIC INTERACTIONS WITH THAT SIM (LIKE KISSING). THERE'S A RANDOM CHANCE EACH TIME THAT BOTH SIMS WILL FALL IN LOVE.

WHEN AN ALREADY-ESTABLISHED LOVE ARRIVES AT YOUR PLACE, GET THAT SIM IN A GOOD MOOD AND PLANT A KISS ON HIM OR HER.

Objective: Get to Game Show Host in the Movie Star Career

*UNLOCK: BOOTY TEASE SOCIAL

WITH A JOB AS SOAP OPERA STAR IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to MVP in the Jock Career

*UNLOCK: TELL DIRTY JOKE SOCIAL

WITH A JOB AS ALL-STAR IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Hair Stylist in the Fashion Victim Career

*UNLOCK: ADMIRE BODY SOCIAL

WITH A JOB AS WIG DESIGNER IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

PIXEL ACRES (Level 5)

- * UNLOCKED HOW: LOVE SHACK (GANGSTER, COUNTER CULTURE)
- * CAREERS/LEVELS: GANGSTER, COUNTER CULTURE (LEVELS 8 AND 9)
- * NUMBER OF UNLOCKABLES: 11
- * UNLOCKS HOUSES: MALCOLM'S MANSION (MOVE OR VISIT), SHINY THINGS LABS (VISIT), GOTH MANOR (VISIT)
- * RESIDENT(S): CHASE SKURTZ, YING YANGST

Objective: Get to Sitcom Star in the Movie Star Career

- *UNLOCK: MOON WALK SOCIAL
- *UNLOCK: TINSEL BLUFFS, MOVE OR VISIT

WITH A JOB AS GAME SHOW HOST IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Super Star in the Jock Career

- *UNLOCK: WOLF WHISTLE SOCIAL
- *UNLOCK: TINSEL BLUFFS, MOVE OR VISIT

WITH A JOB AS MVP IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Makeup Artist in the Fashion Victim Career

- *UNLOCK: SLOW DANCE SOCIAL
- *UNLOCK: TINSEL BLUFFS, MOVE OR VISIT

WITH A JOB AS HAIR STYLIST IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get Married (Family Goal)

- *UNLOCK: SPRITZENFUNKEN Q3

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

Unlockables

- | | |
|--|----------------------------------|
| *\$5,000 | *SPRITZENFUNKEN Q3 (FAMILY GOAL) |
| *BARNYARD TAUNT SOCIAL | *TABLE TENNIS FROM SLAMMO |
| *BOOMTOWNE REDWOOD TABLE | *HOT SPRING CONVERSION KIT |
| *BROILBASTARD STONE GRILL | *TETHERBALL |
| *RUSTYREDNECK STUMP CHAIR | *VÄRMENKOZZE EURO FIREPLACE |
| *SCHNELLMEISTER "TECHNIK" EDITION" (FAMILY GOAL) | |

Objective: Buy \$2,000 Worth of Improvements for Pixel Acres

- *UNLOCK: HOT SPRING CONVERSION KIT

PURCHASE ANY OBJECTS FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$2,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

Objective: Seduce Someone at Casa Caliente

- *UNLOCK: VÄRMENKOZZE EURO FIREPLACE
- *UNLOCK: SHINY THINGS LABS, VISIT

GO VISIT CASA CALIENTE. THERE, RAISE YOUR RELATIONSHIP WITH EITHER RANDY OR PAISLEY TO ROMANTIC HEIGHTS. SETTLE DOWN ON THE COZY SHAM-SHAG POLAR BEAR RUG, THEN CLICK ON YOUR SWEETIE AND INVITE HIM OR HER TO "JOIN" YOU FOR A LITTLE LOVIN'.



Find Someone Interested in Chase's Secret Formula

***UNLOCK: BOOMTOWNE REDWOOD TABLE**

***UNLOCK: GOTH MANOR, VISIT**

FIRST, BEFRIEND CHASE TO LEARN HIS TELL SECRETS INTERACTION. NEXT, VISIT SHINY THINGS LABS AND USE THE INTERACTION ON EITHER VAUGHN OR MIKINO.

Objective: Find out What "Ghost" of a Problem the Goths Are Having

***UNLOCK: RUSTY REDNECK STUMP CHAIR**

ATTAIN 9 CREATIVE SKILL POINTS AND VISIT GOTH MANOR. USE THE TUMULTECH "SIM-PHONY" SYNTHESIZER. IF YOU HAVE THE REQUISITE CREATIVE SKILL, YOU'LL ACQUIRE THE ABILITY TO PLAY THE PIXEL BOOTY SONG, A TUNE SO ALLURING IT INSPIRES

ANYONE WHO HEARS IT TO DISROBE. COULD COME IN HANDY.



Objective: Frame Malcolm and Get Him Busted for Indecent Exposure

***UNLOCK: \$5,000**

TO HELP PIXEL ACRES GET REVENGE ON MALCOLM, YOU NEED TO FIND A WAY TO GET HIM HERE AND COMFORTABLE ENOUGH TO JOIN IN AND DISROBE. WHEN HE DOES, HE'LL BE BOOKED FOR INDECENT EXPOSURE.



CALL MALCOLM AND INVITE HIM OVER. YOU MUST, AT THE VERY LEAST, HAVE A POSITIVE RELATIONSHIP WITH MALCOLM, AND HIS OVERALL MOOD MUST BE ABOVE 15 (FEED HIM A BIT AND HAVE SOME FUN).



ONCE HE'S COMFORTABLE, GET FIVE OTHER SIMS TO DISROBE. THIS CAN BE DONE TWO WAYS. FIRST YOU AND YOUR THREE ROOMMATES COULD USE THE SPECIAL GET FREE INTERACTION ON ANY SIM WITH WHOM THEY HAVE A RELATIONSHIP SCORE OF AT LEAST 25 AND WHOSE MOOD IS OVER 10. SECOND, YOU COULD BUY A SYNTHESIZER AND PLAY THE PIXEL BOOTY SONG. IF YOU PLAY THE PIXEL BOOTY SONG, EVERYONE WILL STRIP, INCLUDING MALCOLM.



TO MAKE SURE THERE ARE ENOUGH SIMS AROUND TO MAKE MALCOLM FEEL COMFORTABLE, CALL TO THROW A PARTY RIGHT AFTER YOU INVITE HIM.

Objective: Get to Extortionist in the Gangster Career

***UNLOCK: TABLE TENNIS FROM SLAMMO**

WITH A JOB AS ARSONIST IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Love Guru in the Counter Culture Career

***UNLOCK: TETHERBALL**

WITH A JOB AS TRANSCENDENTALIST IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Hit Man in the Gangster Career Path

***UNLOCK: BROILBASTARD STONE GRILL**

***UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT**

WITH A JOB AS EXTORTIONIST IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Psychic Activist in the Counter Culture Career Path

*UNLOCK: BARNYARD TAUNT SOCIAL

*UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT

WITH A JOB AS LOVE GURU IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get Married (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

Objective: Raise a Baby to a Child (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 5 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE AND CHILD WILL BE AUTOMATIC ROOMMATES.

NOTES

YOU CAN'T MOVE OUT OF A HOUSE WHEN A CHILD IS STILL A BABY. YOU MUST WAIT THE THREE DAYS FOR IT TO ACHIEVE CHILD STATUS.

THE OCTAGON (Level 5)

*UNLOCKED HOW: SHINY THINGS LABS (MAD SCIENTIST, PARAMILITARY)

*CAREERS/LEVELS: MAD SCIENTIST, PARAMILITARY (LEVELS 8 AND 9)

*NUMBER OF UNLOCKABLES: 11

*UNLOCKS HOUSES: MALCOLM'S MANSION (MOVE OR VISIT)

*RESIDENT(S): GENERAL PAYNE, MAXINE POWERS

*MALCOLM REPOSSESS: MISS GYROTIC, SIMSENTRY CDXLVIII MOTION DETECTOR

Unlockables

*\$5,000

*ATLANTEAN COLUMN

*FLIP SOCIAL

*GYROSPORT

"ABDOMINATOR"

*MISS GYROTIC

*RITE-LITE SPOTLIGHT

*SCHNELLMEISTER

"TECHNIK" EDITION"

(FAMILY GOAL)

*SIMSENTRY CDXLVIII MOTION DETECTOR

*SPARTAN SPECIAL DESK LAMP

*SPRITZENFUNKEN Q3 (FAMILY GOAL)

*TOY PARROT BY FAUXFRIEND

Objective: Buy \$2,000 Worth of Equipment for the Octagon

*UNLOCK: ATLANTEAN COLUMN

PURCHASE ANY OBJECTS FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$2,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

THE MISS GYROTIC ROBOTIC MONKEY BUTLER IS HIGHLY RECOMMENDED, NOT ONLY FOR ITS CLEANING PROWESS BUT ALSO ITS MALCOLM-BEATING POWER.

Objective: Find and Suppress Antiwar Protesters

*UNLOCK: TOY PARROT BY FAUXFRIEND

WITH A FAIRLY HIGH BODY SKILL (GREATER THAN 5), VISIT CLUB RUBB AND ATTACK EITHER RESIDENT. YOU MUST WIN THE FIGHT TO FULFILL THE OBJECTIVE.



Objective: Find and Shut down the Hackers

*UNLOCK: SPARTAN SPECIAL DESK LAMP

*UNLOCK: CLUB RUBB, VISIT

VISIT SHINY THINGS LABS, SELECT ANY COMPUTER, AND STEAL IT.



Objective: Seek and Destroy Bio Weapons

***UNLOCK: GYROSPORT "ABDOMINATOR"**

VISIT GOTH MANOR AND LOCATE THE INCUBATOR AROUND BACK. USE THE DESTROY BIO WEAPON INTERACTION TO DEMOLISH IT (AND ANY OTHERS THAT MIGHT HAVE BEEN ADDED TO THE LOT).



Eliminate Senator Landgrabb

***UNLOCK: \$5,000**

INVITE MALCOLM TO THE OCTAGON OR GREET HIM WHEN HE STOPS BY. THE BASIC GOAL IS TO DROP ANY ONE OF HIS MOTIVES TO 0. THERE ARE MANY WAYS TO DO THIS; HERE ARE A FEW:

- *FIGHT MALCOLM AND WIN.**
- *WALL HIM INTO A ROOM WITHOUT A TOILET.**
- *PROGRAM THE ROBOT TO RUN "DEFENSE PROGRAM," AND IT'LL ATTACK MALCOLM.**
- *CATCH HIM ON FIRE. HE WON'T DIE, BUT IT'LL DO THE TRICK.**
- *LOCK HIM IN A ROOM WITH A CRYING BABY.**

MANY OF THESE TACTICS ARE AUTOMATIC; WHEN THEY HAPPEN THE OBJECTIVE IS COMPLETE. SOME, HOWEVER, REQUIRE A GRADUAL APPROACH. SO IT'S CRUCIAL THAT YOU DON'T LET MALCOLM LEAVE THE LOT OR HAVE ACCESS TO THINGS THAT'LL SATISFY HIS MOTIVES. THIS USUALLY MEANS ISOLATION VIA BUILDING WALLS IN BUILD MODE OR JUST SURROUNDING HIM WITH OBJECTS.



Objective: Get to Code Breaker in the Paramilitary Career

***UNLOCK: FLIP SOCIAL**

WITH A JOB AS SECRET AGENT IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Robotician in the Mad Scientist Career Path

***UNLOCK: MISS GYROTIC**

WITH A JOB AS GENE SPICER IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Intelligence Director in the Paramilitary Career

***UNLOCK: SIMSENTRY CDXLVIII MOTION DETECTOR**

***UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT**

WITH A JOB AS CODE BREAKER IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Space-Time Tinkerer in the Mad Scientist Career Path

***UNLOCK: RITELITE SPOTLIGHT**

***UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT**

WITH A JOB AS ROBOTICIAN IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get Married (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

Objective: Raise a Baby to a Child (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 5 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE AND CHILD WILL BE AUTOMATIC ROOMMATES.

NOTES

YOU CAN'T MOVE OUT OF A HOUSE WHEN A CHILD IS STILL A BABY. YOU MUST WAIT THE THREE DAYS FOR IT TO ACHIEVE CHILD STATUS.

TINSEL BLUFFS

(Level 5)

- *UNLOCKED HOW: CLUB RUBB (MOVIE STAR, FASHION VICTIM, JOCK)
- *CAREERS/LEVELS: MOVIE STAR, FASHION VICTIM, JOCK (LEVELS 8 AND 9)
- *NUMBER OF UNLOCKABLES: 13
- *UNLOCKS HOUSES: MALCOLM'S MANSION (MOVE OR VISIT), SHINY THINGS LABS (VISIT)
- *RESIDENT(S): FANNIE ADORE, HUMPHREY HAWKS

Unlockables

- | | |
|--------------------------------|----------------------|
| *\$5,000 | *MANILA 1000 MARINE |
| *AUTOCRAT BY EMPORIUM IMPERIUM | AQUARIUM |
| *CONSTRUCTED TABLE | *NOSTALGICO |
| *CYMK FLOODLIGHT | MICROPHONE |
| *CYPRESS TREE | *OVERLORD POOL TABLE |
| *FONTIS PUBLICUS | *SCHNELLMEISTER |
| *FRIGIDARIUM COLOSSICUS | "TECHNIK" EDITION |
| *INFORMATION OVERLORD | (FAMILY GOAL) |
| BY BU BUTUBU | *SPRITZENFUNKEN Q3 |
| | (FAMILY GOAL) |

Objective: Buy \$2,000 Worth of Improvements for the House

*UNLOCK: CONSTRUCTED TABLE

PURCHASE ANY OBJECTS FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$2,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

Objective: Muscle the Muscle at the Gym

*UNLOCK: FRIGIDARIUM COLOSSICUS

VISIT THE GYM AND YOU'LL FIND A PARTY JUST BEGINNING. ONCE IT STARTS, SEEK OUT EITHER MAX OR GOLDIE AND ATTACK THEM TO START A FIGHT.



Objective: Find Out Where You Can Score a Red Pool Table

*UNLOCK: OVERLORD POOL TABLE

*UNLOCK: SHINY THINGS LAB, VISIT

PAY A VISIT TO CLUB RUBB AND START TO PLAY POOL ON THE RED POOL TABLE. CHALLENGE BING TO A GAME BY INVITING HIM TO JOIN. TO WIN, YOUR BODY SKILL MUST BE AT OR ABOVE 7. EMERGE THE VICTOR AND THE OBJECTIVE IS YOURS.



Objective: Find a Good Sci-Fi Movie Script

*UNLOCK: CYPRESS TREE

TAKE A TRIP TO VISIT SHINY THINGS LABS AND LOCATE THE THINK TANK IN THE CORNER. TALK TO IT WITH THE STEAL SCRIPT INTERACTION. WHEN THE CONVERSATION'S FINISHED, YOU'LL HAVE YOUR IDEA. YOU MUST BE IN A POSITIVE MOOD, OR THE BRAIN WON'T WANT TO SPEAK TO YOU.



Get Malcolm to Put You in His Big Movie

***UNLOCK: \$5,000**

SO YOU WANT INTO SHOW BUSINESS? IN THIS TOWN, ALAS, YOU HAVE TO GO THROUGH MALCOLM.

TO BEGIN THE PROCESS, YOU MUST THROW A PARTY (MALCOLM WILL ATTEND).

AFTER THAT, THERE ARE THREE WAYS TO EXPOSE YOUR TALENT TO HIM.



1. **TALENT.** DURING THE PARTY, HAVE A ROOMMATE WITH CREATIVE OF 9 OR MORE PLAY A MUSICAL INSTRUMENT OR WORK THE DJ BOOTH, OR PUT ONE WITH CHARISMA 9 ON THE MICROPHONE. WITH MALCOLM IN THE SAME ROOM AS THE MUSICIAN(S) AND WITH A MOOD AT OR GREATER THAN 10, ASK HIM USING THE ASK FOR MOVIE ROLE INTERACTION. IF ALL THESE CONDITIONS EXIST AND MALCOLM IS A FRIEND (RELATIONSHIP SCORE AT OR BETTER THAN 50), HE'LL SAY YES. IT'S ADVISABLE TO BUILD THAT RELATIONSHIP *BEFORE* THE PARTY STARTS SO YOU WON'T WASTE TIME. FOCUS PARTY TIME INSTEAD ON GETTING HIM IN THE PROPER MOOD.
2. **INTIMIDATION.** BEAT HIM UP. GET HIM IN A BAD MOOD FIRST, THEN USE THE ATTACK INTERACTION. IT HELPS IF YOU'RE IN A BAD MOOD TOO. IF YOUR BODY SCORE IS HIGHER THAN HIS (BODY 3, UNLESS HE'S BEEN WORKING ON IT), YOU'LL WIN. WHEN HE'S VANQUISHED, HE'LL CONSENT TO YOUR ASK FOR MOVIE ROLE INTERACTION.
3. **SLEEP YOUR WAY TO THE TOP, SORT OF.** GET YOUR RELATIONSHIP WITH MALCOLM UP OVER 90 (BEFORE THE PARTY) AND HIS MOOD OVER 10 (AT THE PARTY). IF YOU ASK FOR MOVIE ROLE THEN, HE'LL ACCEPT.



REMEMBER, THERE MUST BE A PARTY UNDERWAY FOR ANY OF THESE TO WORK.

Objective: Get to Sex Symbol in the Movie Star Career

***UNLOCK: NOSTALGICO MICROPHONE**

WITH A JOB AS SIT COM STAR IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Head Coach in the Jock Career

***UNLOCK: INFORMATION OVERLORD BY BU BUTUBU**

WITH A JOB AS SUPERSTAR IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Runway Model in the Fashion Victim Career

***UNLOCK: CYMK FLOODLIGHT**

WITH A JOB AS MAKE UP ARTIST IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Director in the Movie Star Career

***UNLOCK: MANILA 1000 MARINE AQUARIUM**

***UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT**

WITH A JOB AS SEX SYMBOL IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Hall of Famer in the Jock Career Path

***UNLOCK: AUTOCRAT BY EMPORIUM IMPERIUM**

***UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT**

WITH A JOB AS HEAD COACH IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Centerfold in the Fashion Victim Career

*UNLOCK: FONTIS PUBLICUS

*UNLOCK: MALCOLM'S MANSION, MOVE OR VISIT

WITH A JOB AS RUNWAY MODEL IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get Married (Family Goal)

*SPRITZENFUNKEN Q3 (FAMILY GOAL)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

Objective: Raise a Baby to a Child (Family Goal)

*SCHNELLMEISTER "TECHNIK" EDITION (FAMILY GOAL)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 5 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE AND CHILD WILL BE AUTOMATIC ROOMMATES.

NOTES

YOU CAN'T MOVE OUT OF A HOUSE WHEN A CHILD IS STILL A BABY. YOU MUST WAIT THE THREE DAYS FOR IT TO ACHIEVE CHILD STATUS.

MALCOLM'S MANSION

(Level 6)

*UNLOCKED HOW: TINSEL BLUFFS (MOVIE STAR, FASHION VICTIM, JOCK), THE OCTAGON (MAD SCIENTIST, PARAMILITARY), PIXEL ACRES (COUNTER CULTURE, GANGSTER)

*CAREERS/LEVELS: ALL (LEVEL 10)

*NUMBER OF UNLOCKABLES: 12

*RESIDENT: MALCOLM LANDGRABB

Unlockables

*SEVEN CAREER GNOMES

*LIMO ULTIMO

*TEMPLE OF THE SIMOLEON

*SATANITI "DIAVOLO" GT 1000" (FAMILY GOAL)

*SCHNELLMEISTER

"TECHNIK" EDITION (FAMILY GOAL)

*SPRITZENFUNKEN Q3 (FAMILY GOAL)

Objective: Show off Your Fortune and Upgrade the Mansion

*LIMO ULTIMO

PURCHASE ANY OBJECTS FOR THE HOUSE WHOSE VALUE ADDS UP TO AT LEAST \$20,000. WHEN YOU'VE PLACED OBJECTS OF ENOUGH VALUE, THE OBJECTIVE IS COMPLETE.

NOTES

TO SEE YOUR CAREER GNOMES COLLECTED SO FAR, ACTIVATE THE TEMPLE OF THE SIMOLEON.

Objective: Get to Movie Mogul in the Movie Star Career

*MOVIE STAR CAREER GNOME

WITH A JOB AS DIRECTOR IN THE MOVIE STAR CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Death Ray Inventor in the Mad Scientist Career

***MAD SCIENTIST CAREER GNOME**

WITH A JOB AS SPACE-TIME TINKERER IN THE MAD SCIENTIST CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Full Time Freak in the Counter Culture Career

***COUNTER CULTURE CAREER GNOME**

WITH A JOB AS PSYCHIC ACTIVIST IN THE COUNTER CULTURE CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Living Legend in the Jock Career

***JOCK CAREER GNOME**

WITH A JOB AS HALL OF FAMER IN THE JOCK CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Mob Boss in the Gangster Career

***GANGSTER CAREER GNOME**

WITH A JOB AS HIT MAN IN THE GANGSTER CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to War Minister in the Paramilitary Career

***PARAMILITARY STAR CAREER GNOME**

WITH A JOB AS INTELLIGENCE DIRECTOR IN THE PARAMILITARY CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Get to Super Model in the Fashion Victim Career

***FASHION VICTIM CAREER GNOME**

WITH A JOB AS CENTERFOLD IN THE FASHION VICTIM CAREER, GO TO WORK IN A GOOD MOOD AND WITH ALL REQUIRED SKILLS AND FRIENDS.

Objective: Finish All Seven Careers to See Your Dreams Come True

***TEMPLE OF THE SIMOLEON**

ACHIEVE LEVEL 10 IN ALL SEVEN CAREER PATHS AND PLACE EACH CAREER GNOME ON THE TEMPLE OF THE SIMOLEON LOCATED IN THE FRONT YARD. WHEN ALL SEVEN ARE IN PLACE, GREAT WONDERS AWAIT.



Get Married (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 4 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE WILL BE AN AUTOMATIC ROOMMATE.

Raise a Baby to a Child (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 5 OR HIGHER HOUSE, IT APPEARS AS FULFILLED IN YOUR GOALS LIST, AND YOUR SPOUSE AND CHILD WILL BE AUTOMATIC ROOMMATES.

NOTES

YOU CAN'T MOVE OUT OF A HOUSE WHEN A CHILD IS STILL A BABY. YOU MUST WAIT THE THREE DAYS FOR IT TO ACHIEVE CHILD STATUS.

Send Your Child to Prep School With Straight As (Family Goal)

SEE "BUST OUT MODE, OVERVIEW" ("SATISFYING FAMILY GOALS") FOR COMPLETE DETAILS ON SATISFYING THIS FAMILY GOAL. IF YOU SATISFIED THIS GOAL IN ANY OTHER LEVEL 6 OR HIGHER HOUSE.



OWNERS OF NINTENDO'S GAMECUBE AND/OR GAME BOY ADVANCE HAVE A WHOLE SET OF TREATS AVAILABLE ONLY TO THEM.

FOR GAME BOY OWNERS, THE DELIGHT IS A UNIQUE VERSION OF *The Sims Bustin' Out*, AVAILABLE ONLY FOR THE GAME BOY ADVANCE. THIS IS *The Sims* AS YOU'VE NEVER EXPERIENCED IT, AND YOU CAN TAKE IT WITH YOU ANYWHERE. THIS PART WILL GIVE YOU THE FULL RUNDOWN ON *The Sims Bustin' Out* FOR THE GAME BOY ADVANCE, INCLUDING HOW TO MANAGE YOUR SIM, HOW TO MAKE FRIENDS (AND ENEMIES), AND A FULL WALK-THROUGH OF THE GAME'S FIVE MISSIONS.

PLAYERS LUCKY ENOUGH TO HAVE ACCESS TO BOTH A GAMECUBE AND A GAME BOY ADVANCE WILL HAVE ACCESS TO A SPECIAL ITEM IN THE GAMECUBE VERSION THAT CONNECTS WITH THE MINIGAMES ON THE GAME BOY ADVANCE. THEY CAN ALSO DOWNLOAD THEIR GAMECUBE SIMS ONTO THE GAME BOY ADVANCE AND WORK ON THEIR SKILLS, MOTIVES, AND BANK BALANCES.

FINALLY, GAME BOY ADVANCE PLAYERS CAN ALSO LINK TO OTHER GAME BOY ADVANCE PLAYERS VIA LINK CABLE AND CONDUCT AND PARTICIPATE IN AUCTIONS FOR RARE AND NEEDED OBJECTS.

GAME BOY ADVANCE OVERVIEW

The Object of the Game

The Game Boy Advance version of The Sims Bustin' Out, is different from its console brethren in myriad ways. Even the object of the game is different.

The ultimate goal is to complete the game's five objective-based missions, graduating to progressively swankier digs, dizzying popularity, and awesome power. In the end, you discover what it is that makes you so special: you might be surprised.

Along the way, you get to interact with a large cast of characters who populate the town of SimValley, earn large piles of cash, advance in all the various odd jobs, collect rare and powerful objects, and decorate your home to fit your personal needs and style.

Step 1: Create a Sim

Your adventure begins by creating your Sim. To start you must pick your Sim's:

- * NAME
- * PERSONALITY
- * APPEARANCE
- * ZODIAC SIGN

Name

NAME IS THE EASIEST OF THESE AND IS ENTIRELY A MATTER OF YOUR WHIM. NAME YOUR SIM AFTER YOURSELF, YOUR DOG, YOUR FAVORITE ROOT VEGETABLE, WHATEVER YOU FANCY (SO LONG AS IT'S NO LONGER THAN EIGHT CHARACTERS).

Appearance

YOUR SIM'S APPEARANCE IS SET ONCE YOU MAKE THE SELECTIONS ON THIS SCREEN. CAREFULLY CHOOSE YOUR SKIN TONE, HAIRSTYLE, HAIR COLOR, SHIRT, PANTS/SKIRT, AND SHOES, MAKING SURE EVERYTHING PLEASES YOU BEFORE YOU BEGIN.



WHAT DO YOU WANT TO LOOK LIKE?

NOTES

YOU CAN CHANGE YOUR SIM'S CLOTHES IF YOU PURCHASE A DRESSER AND PLACE IT IN YOUR SIM'S HOME.

THE MOST IMPORTANT ELEMENT HERE, THE ONLY ONE THAT SOMEWHAT AFFECTS GAMEPLAY, IS GENDER. WHAT GENDER YOU PICK DICTATES WHICH CHARACTERS YOU CAN FALL IN LOVE WITH. LOVE IS A POWERFUL TOOL, MAKING RELATIONSHIP BUILDING EASIER, SO TAKE A LOOK AT ALL THE NPCs IF YOU'RE STRATEGICALLY (OR ROMANTICALLY) MINDED.

Personality



YOUR SIM'S PERSONALITY IS DEFINED BY FIVE ATTRIBUTES:

- * NEAT/MESSY
- * OUTGOING/SHY
- * ACTIVE/LAZY
- * PLAYFUL/SERIOUS
- * NICE/MEAN

THE PERSONALITY SCREEN IS WHERE YOU DEFINE YOUR SIM'S NATURE.

GAME OVERVIEW

IN CREATE-A-SIM, YOU CAN ALLOCATE TWENTY-FIVE PERSONALITY POINTS BETWEEN THE FIVE ATTRIBUTES. THE MORE POINTS YOU ALLOCATE (EACH ATTRIBUTE HAS 10 SLOTS), THE MORE THE SIM WILL TEND TOWARD THE "POSITIVE" SIDE OF THE CHARACTERISTIC (E.G. NEAT, OUTGOING, ACTIVE, PLAYFUL, AND NICE). THE FEWER POINTS AN ATTRIBUTE GETS, THE MORE "NEGATIVE" THE TRAIT WILL BE (E.G. MESSY, SHY, LAZY, SERIOUS, MEAN). A WELL-BALANCED SIM WOULD HAVE FIVE POINTS IN EACH ATTRIBUTE.

THE CHOICES YOU MAKE HERE DICTATE HOW WELL YOU GET ALONG WITH VARIOUS NON-PLAYER CHARACTER ("NPC") SIMS. CONVERSING WITH AN NPC OF COMPATIBLE PERSONALITY GETS YOU 1-2 BONUS POINTS FOR EVERY INTERACTION. A POSITIVE INTERACTION THAT WOULD NORMALLY GET YOU 3 RELATIONSHIP POINTS INSTEAD GETS YOU UP TO 5 POINTS, IF DONE WITH A LIKE PERSONALITY.



PLAYERS OF THE PC AND CONSOLE VERSIONS OF THE SIMS WILL NOTE THE MAJOR DIFFERENCE IN THE ROLE OF PERSONALITY ATTRIBUTES.

MOST IMPORTANTLY, THE USUAL STRATEGY OF MAKING OUT YOUR SIM'S NICE AND OUTGOING ATTRIBUTES TO WIN FRIENDS ONLY HELPS YOU HERE WITH OTHER NICE AND OUTGOING SIMS. GROUCHY SIMS ARE HARDER TO BEFRIEND.

THOUGH THERE ARE BENEFITS TO EVERY COMBINATION OF ATTRIBUTES, A BALANCED SIM IS PROBABLY BEST.

Zodiac Sign

IN *THE SIMS BUSTIN' OUT* FOR GAME BOY ADVANCE (UNLIKE OTHER INCARNATIONS OF *THE SIMS* YOU GET TO PICK YOUR SIM'S ASTROLOGICAL SIGN INDEPENDENT OF PERSONALITY TRAITS.

THE CHOICE YOU MAKE DETERMINES WHICH OF A SERIES OF SECRET ITEMS YOU SEE IN THE GAME. EVERY ZODIAC SIGN CORRESPONDS TO TWO UNIQUE ITEMS (A CHAIR AND A STATUETTE) THAT ARE ONLY AVAILABLE TO SIMS OF A SPECIFIC STAR SIGN.

JUST BECAUSE YOU'RE LIMITED TO ONE SIGN, HOWEVER, DOESN'T MEAN YOUR SIM CAN'T ACQUIRE ALL THE ZODIAC OBJECTS. THANKS TO THE GBA LINK, YOU CAN HOOK UP WITH FRIENDS WHO HAVE SIMS OF DIFFERENT ZODIAC SIGNS AND TRADE TO COLLECT THE ZODIAC OBJECTS VIA AUCTION.

Welcome to SimValley

SimValley, your new home, is a small place, but knowing your way around is crucial. Since most of your time is spent racing against your falling motives (Hunger, Energy, Bladder, etc.), finding the most efficient way from point A to point B is a real boon.

To find everywhere you need to be, consult this map.



Not all locations are accessible all the time. For example, in the beginning of the game, you can't venture outside Uncle Hayseed's farm. As a general rule, if an area is blocked off with a barrier, you probably must do something to unlock it. The walkthroughs that follow will help there.

You may only enter homes in which you reside. This means unless you live in the Barn, Clock Tower, Waterfront Villa, or Imperial Estates, you can't get in the door.

Getting Around

There are four ways to get around SimValley, each with its own benefits and drawbacks.

Walking

WALKING IS THE SLOWEST WAY TO GET ABOUT. WALKING IS FINE FOR SHORT DISTANCES, BUT YOU WANT A FASTER, MORE EFFICIENT WAY FOR THE BULK OF YOUR MOVEMENT.

Running

RUNNING IS A MUCH FASTER WAY TO GO. ONCE YOU GET THE HANG OF IT, YOU MAY FIND YOURSELF DASHING EVEN THE FEW STEPS FROM THE BED TO THE TOILET.

TO RUN, PRESS **(B)** WHILE HOLDING DOWN THE DIRECTION YOU WANT TO GO.

EVEN RUNNING AT TOP SPEED, HOWEVER, GOING ACROSS TOWN MAY BE MORE THAN YOUR FINGER OR YOUR MOTIVES CAN BEAR.

Scooter



THE SCOOTER IS THE MOST EFFICIENT MODE OF TRANSPORTATION.

ONCE YOU COMPLETE MISSION 2/OBJECTIVE 5 ("GET SOME WHEELS!"), YOU HAVE ACCESS TO A SCOOTER TO HELP YOU RUSH ABOUT TOWN.



WHEN YOU SELECT THE SCOOTER, YOU CAN ALSO REPAINT IT ONE OF SEVERAL AVAILABLE COLORS.

SELECT THE SCOOTER LIKE ANY OTHER OBJECT AND CHOOSE "HOP ON!" PROPEL THE SCOOTER BY PRESSING **(A)**, AND STEER WITH THE D-PAD. HOP OFF THE SCOOTER BY PRESSING **(B)**.

RIDING THE SCOOTER IS FASTER THAN RUNNING, BUT YOU HAVE TO STICK LARGELY TO THE ROADS (VACANT LOTS ARE FAIR GAME, THOUGH).

TWO LITTLE-KNOWN FACTS ABOUT THE SCOOTER INVOLVE ITS EFFECT ON MOTIVES. IF YOU LOOK CAREFULLY AT YOUR FUN INDICATOR, YOU'LL SEE THAT RIDING THE SCOOTER RAISES FUN EVERY SECOND YOU'RE IN THE SEAT.

THE HARDER-TO-NOTICE SIDE EFFECT IS THAT ALL OTHER MOTIVES FREEZE WHEN YOU'RE ON THE SCOOTER. AS LONG AS YOU'RE ON BOARD, YOUR HUNGER, HYGIENE, ENERGY, COMFORT, BLADDER, AND SOCIAL STOP DECAYING. THEREFORE, RIDING THE SCOOTER MAY NOT BE THE FASTEST WAY AROUND TOWN, BUT IT MIGHT BE THE SMARTEST.

The Steam Tunnels

BY FAR THE FASTEST WAY TO GO IS THROUGH SIMVALLEY'S UNDERGROUND STEAM TUNNELS. ONLY ACCESSIBLE AFTER MISSION 3/OBJECTIVE 5, THE STEAM TUNNELS OFFER SHORT JOGS BETWEEN CRUCIAL LOCATIONS. IT TAKES A WHILE TO LEARN THE LAYOUT, BUT ONCE YOU GET IT, YOU MAY NEVER RUN IN THE STREETS OR LOOK AT YOUR SCOOTER AGAIN.



MANHOLES ARE YOUR DOORS TO THE STEAM TUNNELS, BUT NOT UNTIL YOU UNLOCK THEM AND LOWER THE LADDERS. UNTIL THEN, THEY'RE JUST HOLES IN THE GROUND.

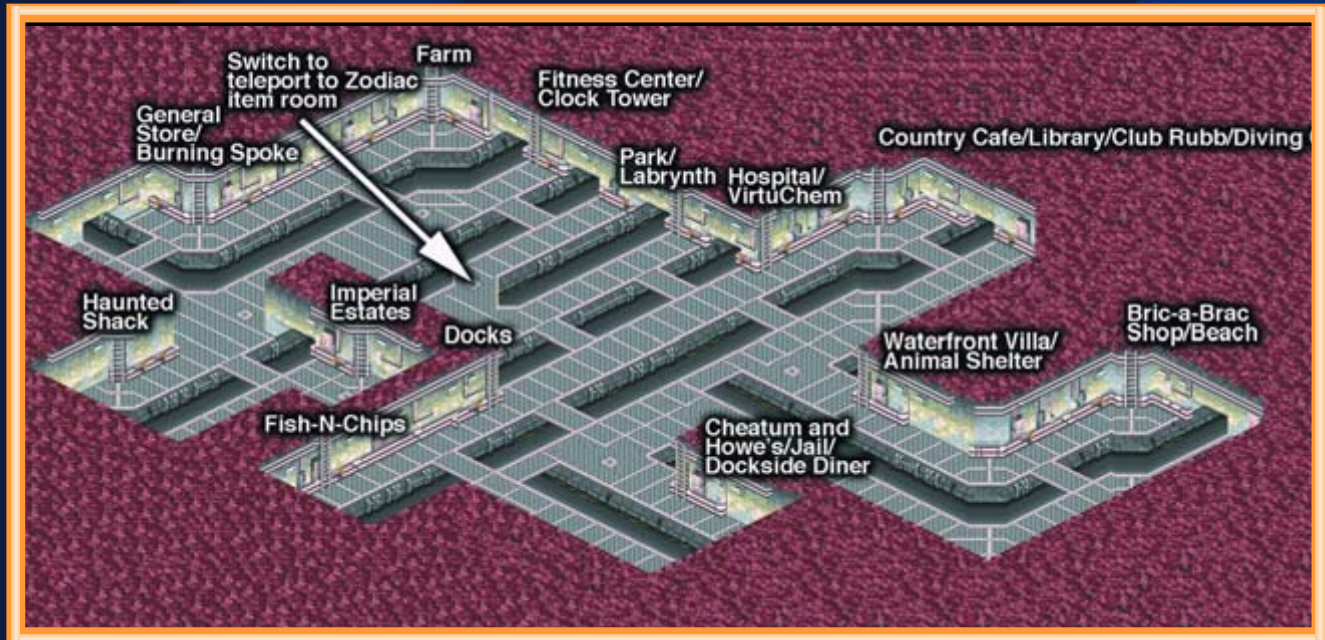
THE STEAM TUNNELS ARE ALSO HOST TO A HIDDEN BONUS, THE LOCATION OF ONE OF YOUR SPECIAL ZODIAC ITEMS. THE LOCATION OF THIS HIDDEN ROOM IS SHOWN ON THE PREVIOUS STEAM TUNNEL MAP.

TO LEARN YOUR WAY AROUND THE TUNNELS, CONSULT THE TUNNEL MAP (SEE "WELCOME TO SIMVALLEY").



GAME OVERVIEW

THE MAP BELOW SHOWS THE LOCATION OF EACH LADDER AND WHAT THEY LEAD TO.



EACH LADDER CORRESPONDS TO A MANHOLE ON THE SURFACE MAP. TO SEE THE LOCATION OF ALL MANHOLES, CONSULT THE MAP BELOW.



Bills, Bills, Bills

Bills arrive in your abode's mailbox every five days. To pay them, select the mailbox and choose "Pay Bills." The amount of your bills is determined by the house in which you live; it's a fixed sum. Bill amounts are:

- * Barn: \$0
- * Clock Tower: \$300
- * Waterfront Villa: \$400
- * Imperial Estates: \$600

The only way these amounts become higher is if you've passed out recently and had to visit the hospital or failed to return a moving crate. These add to the weight of your bills.

Failure to pay your bills within five days (by the time the next set arrives) sends you to the SimValley Jail.

Jail

Even a sweet little town like SimValley has a Jail for the occasional wrongdoer. If you're not careful, that might be you.

There are two ways to end up in jail, each with its own way out.

Nonpayment of Bills



TO GET OUT OF JAIL FOR NONPAYMENT OF BILLS, YOU MUST SQUARE YOUR ACCOUNT.



CHECK YOUR MAILBOX FOR BILLS SO YOU DON'T MISS A PAYMENT AND END UP BEHIND BARS.

FAILURE TO PAY BILLS WITHIN FIVE DAYS OF THEIR ARRIVAL RESULTS IN A TRIP TO THE POKEY. ONCE INSIDE THE LOCKUP, YOU HAVE THREE CHOICES (AVAILABLE BY SELECTING THE CELL DOOR).

- * **PAY BILLS IN FULL:** IF YOU HAVE THE MONEY, YOU PAY BOTH THE OVERDUE BILLS AND THE NEWLY ARRIVED BILLS.
- * **PAY TOWARD BILL:** IF YOU HAVE LESS THAN THE FULL AMOUNT, YOU CAN PAY EVERYTHING YOU HAVE NOW TO BE RELEASED. YOU THEN HAVE TWO DAYS TO EARN AND PAY THE REST, OR YOU'LL BE TRANSPORTED BACK TO SOLITARY CONFINEMENT.
- * **DECLARE BANKRUPTCY:** IF YOU SELECT THIS OPTION, ALL YOUR BILLS ARE WIPED OUT, BUT A RANDOM ITEM IS REPOSSESSED FROM YOUR HOME.

CAUTION!

BANKRUPTCY IS A LESS-THAN-DESIRABLE OPTION SINCE THE REPOSSESSED ITEM MIGHT BE YOUR BED. IF NONE ARE AVAILABLE AT THE STORES THAT DAY, YOU COULD BE FORCED TO SLEEP ON THE COUCH IN THE BIKER BAR.

Public Urination

EACH TIME YOU LET YOUR BLADDER MOTIVE HIT BOTTOM, YOUR SIM URINATES ON THE FLOOR. SUCH AN ANTISOCIAL ACT, HOWEVER, CARRIES A 50 PERCENT CHANCE OF IMMEDIATE INCARCERATION.

TO GET OUT, YOU MUST EITHER PAY A \$100 FINE FOR IMMEDIATE RELEASE OR WAIT SIX GAME HOURS TO SERVE YOUR SENTENCE. UPON RELEASE, YOU'RE DUMPED OUTSIDE THE JAIL, READY TO RESUME LIFE "ON THE OUTSIDE."

LUCKILY, YOU CAN SPEND YOUR TIME BEHIND BARS WELL. THERE'S A TOILET AND A BED AND EVEN FREE WEIGHTS, SO YOU CAN WORK ON YOUR BODY SKILL.

Passing Out

There are several things that cause your Sim to pass out and go to the hospital.

- * **Critical Motive Failure:** See "Passing Out" in the "Motives" section.
- * **Accidental Injury by Fire or Electrocution:** See "Skills and Earning Money."
- * **Pecking by the Veloci-Rooster:** The nefarious Veloci-Rooster lurks in randomly selected dark corners of SimValley. If you happen upon him and he touches you, you pass out. Try to escape him by running to another location.

If you pass out, you immediately awaken in either Uncle Hayseed's bedroom (Levels 1 and 2) or in the Hospital with your motives mostly restored. The hospital charges you \$20 per visit, added to your weekly bills.

Moving

At the end of Levels 2, 3, and 4, you must move to your new digs. Doing this means locating Giuseppe Mezzoalto (aka "The Van Man") and enlisting his help.

Fortunately, he moves all your stuff (including your Scooter) for free with one catch—you must return the moving crate or face a stiff crate fee.

NOTES

ANY ITEMS STILL IN THE CRATE WHEN YOU RETURN IT ARE LOST. GIUSEPPI WON'T ADMIT IT, BUT HE PROBABLY SOLD THEM OUT OF THE VAN.



UNPACK THAT CRATE AND GET IT BACK TO GIUSEPPI BEFORE THE WEEK'S OUT, OR YOU'LL SEE A STEEP CHARGE IN YOUR BILLS.

When you arrive at your new home, the only object in the house is a wooden crate full of all the stuff you placed in your previous house. Select the crate to transfer items to your Pocket (inventory) menu and place those things in your house.

Do this immediately because if you keep the crate more than a week, you'll be charged \$500 (added to your weekly bills) per week. Giuseppe really likes his crates.

NON-PLAYER CHARACTERS:

Your Fellow SimValley Denizens

YOU ARE NOT ALONE. IN FACT, SIMVALLEY IS FULL OF OTHER SIMS, MOST OF WHOM HAVE A GREAT DEAL TO SAY. THESE NON-PLAYER CHARACTERS (OR "NPCs") ARE VERY IMPORTANT TO YOUR LIFE IN THE GAME.

NPC Types

There are several kinds of NPCs, distinguished largely by their abilities and their functions.

- * SIGNATURE NPCs
- * ROOMMATE NPCs
- * SERVICE NPCs
- * SHOPKEEPER NPCs

Signature NPCs

SIGNATURE NPCs ARE MAJOR CHARACTERS IN THE GAME. THEY ARE DISTINGUISHED FROM THE SLIGHTLY LESS PROMINENT ROOMMATE NPCs IN THAT THEY CAN'T BE YOUR ROOMMATES.

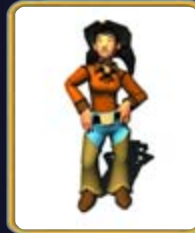
YOU CAN INTERACT FULLY WITH THESE SIMS, INCLUDING ENGAGING THEM IN CONVERSATION, GIVING THEM OBJECTS, OR RUNNING ERRANDS FOR THEM.

NOTES

THE BEST WAY TO LOCATE SIMS IS BY CALLING THEM ON THE TELEPHONE.

IF THEY'RE IN TOWN, THEY TELL YOU WHERE THEY'LL BE FOR AT LEAST THE REMAINDER OF THE CURRENT HOUR.

THE FOLLOWING LOCATIONS ARE A SAMPLE OF THE PLACES NPC SIMS ARE MOST COMMONLY FOUND, BUT SHOULD BE NO SUBSTITUTE FOR CHECKING VIA PHONE.



Bucki Brock

- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: COMPLIMENT
- * LEAST FAVORITE INTERACTION: CALL NAME
- * AUCTION WEALTH: WEALTHY
- * LOCATIONS: FARM, COUNTRY CAFÉ, BURNING SPOKE



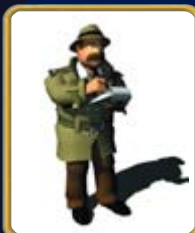
Chet R. Chase

- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: COMPLIMENT
- * LEAST FAVORITE INTERACTION: CALL NAME
- * AUCTION WEALTH: WEALTHY
- * LOCATIONS: FARM, COUNTRY CAFÉ, BURNING SPOKE



Daddy Bigbucks

- * PERSONALITY TYPE: RICH
- * FAVORITE INTERACTION: COMPLIMENT
- * LEAST FAVORITE INTERACTION: INTIMIDATE
- * AUCTION WEALTH: FILTHY RICH
- * LOCATIONS: PARK, VIRTUCHEM, CLUB RUBB, PARADISE ISLAND, CHEATUM AND HOWE'S



Det. Dan D. Mann

- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: JOKES
- * LEAST FAVORITE INTERACTION: INTIMIDATE
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: GENERAL STORE, BURNING SPOKE, JAIL



Dusty Hogg

- * PERSONALITY TYPE: MEAN
- * FAVORITE INTERACTION: TALKING ABOUT INTERESTS
- * LEAST FAVORITE INTERACTION: CALL NAME/INSULT
- * AUCTION WEALTH: STRUGGLING
- * LOCATIONS: BIKER BAR



Eddie Renalin

- * PERSONALITY TYPE: BUBBLY
- * FAVORITE INTERACTION: CHEER UP
- * LEAST FAVORITE INTERACTION: CALL NAMES
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: FITNESS CENTER, CLOCK TOWER, BEACH



Ephram Earl

- * PERSONALITY TYPE: CRAZY
- * FAVORITE INTERACTION: CHEER UP
- * LEAST FAVORITE INTERACTION: INSULTS
- * AUCTION WEALTH: FILTHY RICH
- * LOCATIONS: HAUNTED SHACK (12:00 AM-4:00 AM)



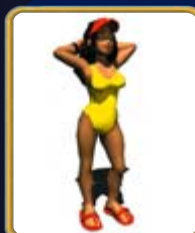
Giuseppi Mezzoalto

- * PERSONALITY TYPE: HAPPY
- * FAVORITE INTERACTION: CHEER UP
- * LEAST FAVORITE INTERACTION: ANNOY
- * AUCTION WEALTH: WEALTHY
- * LOCATIONS: BURNING SPOKE, RIDDLE MACHINE (VAN STORE)



Mad Willy Hurtzya

- * PERSONALITY TYPE: MEAN
- * FAVORITE INTERACTION: INTIMIDATE
- * LEAST FAVORITE INTERACTION: INSULT
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: FITNESS CENTER, PARK



Misty Waters

- * PERSONALITY TYPE: BUBBLY
- * FAVORITE INTERACTION: CHEER UP
- * LEAST FAVORITE INTERACTION: INSULTS
- * AUCTION WEALTH: STRUGGLING
- * LOCATIONS: GYM, BEACH, BRIC-A-BRAC SHOP, COUNTRY CAFÉ



Nicki Knack

- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: COMPLIMENTS
- * LEAST FAVORITE INTERACTION: TEASE
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: BRIC-A-BRAC SHOP, DOCKSIDE DINER



O. Phil McClean

- * PERSONALITY TYPE: GRUMPY
- * FAVORITE INTERACTION: TALKING ABOUT INTERESTS
- * LEAST FAVORITE INTERACTION: ANNOY
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: DOCKS, FISH-N-CHIPS, COUNTRY CAFÉ, DOCKSIDE DINER



Olde Salty

- * PERSONALITY TYPE: HAPPY
- * FAVORITE INTERACTION: CHEER UP
- * LEAST FAVORITE INTERACTION: APOLOGY
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: FISH-N-CHIPS, DOCKS, DOCKSIDE DINER, CLUB RUBB



Uncle Hayseed

- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: JOKES
- * LEAST FAVORITE INTERACTION: COMPLIMENTS
- * AUCTION WEALTH: STRUGGLING
- * LOCATIONS: FARM, COUNTRY CAFÉ

NPC TYPES



Roommate NPCs

THE PRIMARY DIFFERENCE BETWEEN ROOMMATE AND SIGNATURE NPCs IS THAT ONLY ROOMMATE NPCs CAN BE YOUR ROOMMATES (HENCE THE NAME).

AS WITH SIGNATURE NPCs, YOU CAN INTERACT FULLY WITH ROOMMATE NPCs.

Claire Clutterbell



- * PERSONALITY TYPE: NORMAL
- * FAVORITE INTERACTION: JOKE
- * LEAST FAVORITE INTERACTION: INTIMIDATE
- * AUCTION WEALTH: STRUGGLING
- * LOCATIONS: CLOCK TOWER, FARM, COUNTRY CAFÉ

Daschell Swank



- * PERSONALITY TYPE: BUBBLY
- * FAVORITE INTERACTION: GOSSIP
- * LEAST FAVORITE INTERACTION: CALL NAMES
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: PARK, DOCK, CHEATUM AND HOWE'S

Duane Doldrum



- * PERSONALITY TYPE: BUBBLY
- * FAVORITE INTERACTION: SECRETS
- * LEAST FAVORITE INTERACTION: CALL NAMES
- * AUCTION WEALTH: STRUGGLING
- * LOCATIONS: FITNESS CENTER, COUNTRY CAFÉ, CLOCK TOWER

Hester Primm



- * PERSONALITY TYPE: GRUMPY
- * FAVORITE INTERACTION: COMPLIMENTS
- * LEAST FAVORITE INTERACTION: TEASE
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: LIBRARY, CLOCK TOWER, DOCKSIDE DINER

Lottie Cash



- * PERSONALITY TYPE: GRUMPY
- * FAVORITE INTERACTION: COMPLIMENTS
- * LEAST FAVORITE INTERACTION: TEASE
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: LIBRARY, CLOCK TOWER, DOCKSIDE DINER

Maximilian Moore



- * PERSONALITY TYPE: HAPPY
- * FAVORITE INTERACTION: JOKES
- * LEAST FAVORITE INTERACTION: INSULTS
- * AUCTION WEALTH: WEALTHY
- * LOCATIONS: HOSPITAL, COUNTRY CAFÉ, VIRTUCHEM, FITNESS CENTER

Mel Odious



- * PERSONALITY TYPE: GRUMPY
- * FAVORITE INTERACTION: JOKES
- * LEAST FAVORITE INTERACTION: COMPLIMENTS
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: DOCKS, FISH-N-CHIPS, BEACH, PARK

Nora Zeal-Ott



- * PERSONALITY TYPE: HAPPY
- * FAVORITE INTERACTION: COMPLIMENTS
- * LEAST FAVORITE INTERACTION: TEASE
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: GENERAL STORE, FARM, BURNING SPOKE

Vera Vex



- * PERSONALITY TYPE: BUBBLY
- * FAVORITE INTERACTION: COMPLIMENTS
- * LEAST FAVORITE INTERACTION: CALL NAMES
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: CLOCK TOWER, BURNING SPOKE, CLUB RUBB

Vernon Peeve



- * PERSONALITY TYPE: RICH
- * FAVORITE INTERACTION: SECRETS
- * LEAST FAVORITE INTERACTION: BRAG
- * AUCTION WEALTH: AVERAGE
- * LOCATIONS: DOCKS, BURNING SPOKE, COUNTRY CAFÉ

MOTIVES

MOTIVES REPRESENT YOUR SIM'S BASIC NEEDS, BOTH PHYSICAL AND PSYCHOLOGICAL. THE AVERAGE OF THESE FIVE BASIC MOTIVES REPRESENTS YOUR SIM'S OVERALL HAPPINESS. KEEP YOUR MOTIVES HIGH AND HAPPINESS WILL FOLLOW.

IN THE WORLD OF *THE SIMS: BUSTIN' OUT*, THE ESSENTIALS OF A HAPPY LIFE ARE:

Service NPCs

SERVICE NPCs ONLY COME WHEN CALLED, AND THEY PERFORM A SPECIFIC SERVICE FOR MONEY. YOU CAN'T INTERACT WITH THEM AND CAN ONLY SUMMON THEM FROM YOUR HOME PHONE.



Maid



Repair Man



Firefighter

EACH SERVICE NPC CHARGES A FEE FOR WORK ON A PER-VISIT BASIS.

- * MAID: \$50 (LEVEL 1), \$100 (LEVEL 2), \$200 (LEVEL 3), \$300 (LEVEL 4), \$400 (LEVEL 5) PER VISIT.
- * REPAIR MAN: \$100 PER VISIT
- * FIREFIGHTER: \$100 PER VISIT

Shopkeeper NPCs

SHOPKEEPER NPCs RUN THE VARIOUS SHOPS THROUGHOUT SIMVALLEY. INTERACTING WITH THEM IS LIMITED TO THE BUYING AND SELLING OF GOODS OR FOOD.

Hunger

Your need for nourishment is one of the most important. To satisfy Hunger, you must consume food from Refrigerators, Stoves/Ovens, or restaurants.



BOUGHT FOOD COSTS SIMOLEONS, BUT IT'S QUICK AND EASY.

Hunger satisfaction degrades steadily over time, reaching bottom in eight hours. To counteract this degradation, consume food. The amount of satisfaction you get from a meal depends

on how nourishing it is, which is, in turn, determined by how much the food or its cooking object costs. The pricier the purchased meal or the "cooler" the cooking object, the more nourishing the food.

Hunger is a critical need. If you let it sink completely, your Sim will pass out.

Hygiene

Keep yourself clean by taking showers and washing hands. Swimming in pools increases Hygiene as well.



SHOWERING OR SWIMMING CAN PERK UP YOUR HYGIENE.

Hygiene falls steadily as you go through the activities of your day. Hygiene decay is also accelerated by having a Bladder accident, developing Body skill, bull riding, and some job minigames. Without any acceleration, Hygiene completely depletes in 16 hours.

Social

No Sim is an island. Every minute you're not interacting with other Sims, your Social need is going unmet. Keep it high by regularly interacting with other Sims in conversation.

Social decays completely if you don't interact with anyone for 18 hours.



TALKING IS THE CURE FOR LOW SOCIAL MOTIVE.

Energy

Your need for rest is represented by Energy. Replenish Energy by sleeping in Beds or on Couches, drinking espresso, or using the Crystal Ball.

Energy depletes steadily over 14 hours if nothing affects it. Decay can be sped up by bull riding, weight lifting, some job minigames, and dancing. Running, however, does not affect Energy.

Energy is a critical need. If you let it drop completely, your Sim will pass out.



SLEEPING IN YOUR OWN BED IS GREAT, BUT A COUCH WILL DO WHEN YOU'RE OUT AND ABOUT.

Comfort

Comfort may seem like a luxury, but it's not. Satisfy your Comfort need by sitting on Chairs, Recliners, or Couches, or by sleeping in Beds or on Couches.

Comfort decays completely if you go without a sit-down or a rest for eight hours. Comfort also takes a negative dive if you let your Bladder need go unmet: wet Sims are not comfortable Sims.



SOMETIMES, YOU'VE JUST GOT TO SIT.

Bladder

Your need for Bladder relief is a fact of life. It decays steadily over seven hours, making it your most demanding need. Bladder decay can also be sped up by drinking espresso, water from fountains, or bar drinks.



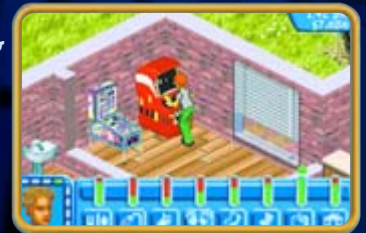
WHEN BLADDER GETS LOW, HAVE A SIT-DOWN OF ANOTHER SORT AND CATCH UP ON THE NEWS.

The only way to satisfy your Bladder need is to use a Toilet. You can always relieve yourself on the floor, but there are several repercussions. Having an "accident" results in a puddle that drags down your Room motive until mopped up (if you're at home), as well as a dramatic drop in both Hygiene and Comfort. It can also, if you do it outside your house, result in a trip to the Jail and either a six-hour sentence or a \$100 fine.

Fun

Fun is just as important to your Sim's life as other motives. To feed this need, do entertaining things like interacting with recreational objects, dancing at a nightclub, swimming in the pool, riding your Scooter, playing with a pet, or admiring decorative objects.

Over time, Fun runs dry in 12 hours.



RECREATIONAL OBJECTS FEED FUN.

NOTES

RIDING THE SCOOTER FILLS THE NEED FOR FUN, BUT IT ALSO FREEZES ALL OTHER MOTIVES. OTHER THAN THE INCREASE IN FUN, YOUR MOTIVES DON'T CHANGE AS LONG AS YOU'RE RIDING THE SCOOTER.

Room

Room is a combination of the condition of the objects in your house and your time away from home.

Every minute you spend in your place of residence replenishes your Room need. The speed of this need satisfaction is determined by the collective coolness of your possessions and their condition. The maximum possible replenishment is decreased by having a messy house (dirty bathroom fixtures, an unmade Bed, Sim or pet puddles on the floor) or broken objects. Cleaning helps raise this temporary cap (whether it's done by you, a Maid, or a Robot Monkey Butler), as does fixing broken objects (again by you or by a professional repairman).

Conversely, every minute away from your house depletes your Room need—essentially Sim homesickness. Room degrades completely in 24 hours away from home.

Why Worry about Motives

As in life, there are times when tending to your needs can seem like a nuisance. It helps to keep in mind what you're getting by keeping your motives high.

Social Interactions

CONVERSATION IS IMPORTANT, BUT NOT MORE IMPORTANT THAN YOUR NEEDS. AS SUCH, YOU CAN'T ENGAGE IN CONVERSATION WITH ANOTHER SIM IF ANY OF YOUR MOTIVES (EXCEPT SOCIAL) IS TOO LOW. YOU MUST TEND TO ANY LOW NEEDS BEFORE ANYONE WILL TALK TO YOU.



ROOM SCORE IS CAPPED BY MESSES AND ITEMS IN DISREPAIR. TO GET THE FULL BOOST WHILE HOME, CLEAN OR HIRE SOMEONE TO DO IT.



CAN'T TALK WITH A FULL BLADDER. WHEN YOU GOTTA GO, YOU GOTTA GO.

Skill Objects

YOU MAY NOT USE ANY SKILL-BUILDING OBJECTS IF YOUR OVERALL HAPPINESS (THE AVERAGE OF ALL YOUR MOTIVES) OR ANY OF THE CRITICAL NEEDS (HUNGER, ENERGY, BLADDER) ARE TOO LOW. LIKEWISE, YOU GET KICKED FROM USING A SKILL OBJECT BEFORE REACHING YOUR NEXT SKILL POINT IF HAPPINESS OR A CRITICAL NEED FALLS TOO LOW WHILE YOU'RE USING IT. TEND TO ANY SAGGING NEEDS TO GET BACK IN THE ACTION.

Job Minigames

AS WITH SKILL OBJECTS, LOW HAPPINESS OR NEAR-BOTTOM CRITICAL NEEDS (HUNGER, ENERGY, BLADDER) PROHIBIT YOU FROM ENTERING ANY JOB MINIGAMES.

Passing Out

Passing Out can occur if you let either Hunger or Energy drop to absolute bottom. Fail to tend to these needs and your Sim will drop like a sack of bricks and awaken in the Hospital. Hospitalized Sims will find their motives (except Social and Comfort) at about 1/2 full and their wallets lightened by a \$20 per visit charge added to their weekly bills.



LET CRITICAL MOTIVES LIKE HUNGER GET TOO LOW AND THIS IS WHAT YOU GET.

Satisfying Motives Away from Home

Though home is the primary place for dealing with your needs, there are many places you can satisfy your motives even when you're not home.



THE PUBLIC GRILLS LET SIMS WITH HIGH COOKING SKILL GET NOURISHING MEALS AWAY FROM HOME.

- * **HUNGER:** BUY FOOD AT RESTAURANT, GRILL FOOD ON A PUBLIC GRILL (\$20), DRINK FROM WATER FOUNTAIN.
- * **HYGIENE:** HIT THE PUBLIC SHOWERS IN THE FIRST FLOOR OF THE FITNESS CENTER.
- * **ENERGY:** YOU CAN CATCH A NAP ON THE COUCHES IN THE BURNING SPOKE AND THE HOSPITAL (OPEN 24 HOURS).
- * **SOCIAL:** TALK TO ANY SIM ANYWHERE.
- * **COMFORT:** SIT ON PUBLIC BENCHES, CHAIRS IN RESTAURANTS, OR ON COUCHES IN THE BURNING SPOKE AND HOSPITAL.
- * **BLADDER:** PUBLIC TOILETS ARE LOCATED IN THE FITNESS CENTER, THE BURNING SPOKE, THE DOCKS, AND THE COUNTRY CAFÉ.
- * **FUN:** FUN OBJECTS CAN BE FOUND IN THE COUNTRY CAFÉ, THE BEACH, CLUB RUBB, BURNING SPOKE, THE POOLS IN THE FITNESS CENTER AND BEHIND THE CLOCK TOWER, ON

POPULARITY AND RELATIONSHIPS

YOUR SCOOTER, AND ANYWHERE THERE'S AN OBJECT TO "ADMIRE."

- * **ROOM:** SORRY, THERE'S GENERALLY NO PLACE LIKE HOME. A LITTLE KNOWN SECRET, HOWEVER, IS THAT FAMILY IS SOME THING SPECIAL AND YOU ALWAYS HAVE A HOME AT THE HAYSEEDS'. WHEN YOU CAN GET INTO IT, YOU CAN REPLENISH ROOM BY ENTERING UNCLE HAYSEED'S FARMHOUSE.

POPULARITY AND RELATIONSHIPS

GETTING ALONG WELL WITH YOUR FELLOW SIMS IS ANOTHER CENTRAL PART OF THE GAME. TRY TO MAKE THE MOST OF EVERY ENCOUNTER.

RELATIONSHIPS ARE IMPORTANT BECAUSE:

- * **YOU NEED LARGE NUMBERS OF FRIENDS TO ADVANCE BETWEEN LEVELS.**
- * **SOME OBJECTIVES REQUIRE CERTAIN POPULARITY SCORES.**
- * **WHEN A FRIEND SIM SEES YOU, THEY WAVE. WHEN ENEMIES (0 OR LESS) SEE YOU, THEY MAKE A RUDE GESTURE.**

Relationship Score

All of your interactions with other Sims are rated by a "relationship score" ranging from -100 to 100. This score is shown on the Popularity menu for the highlighted Sim (on the right side) or off to the right during conversations.

Nearly every interaction you have with an NPC Sim has a positive or negative effect on this relationship score.



ALL YOUR RELATIONSHIP INFORMATION IS CONTAINED ON THE POPULARITY MENU.

Making Friends

A FRIEND IS DEFINED AS ANY SIM WITH WHOM YOU HAVE A RELATIONSHIP SCORE OF 50 OR GREATER. MANY GAME OBJECTIVES REQUIRE YOU TO HAVE A CERTAIN NUMBER OF SIMS WHO QUALIFY AS FRIENDS, SO COLLECTING AS MANY AS POSSIBLE IS CRUCIAL.

A PERSON STAYS A FRIEND UNTIL EITHER THE RELATIONSHIP SCORE DROPS BELOW 0 OR THERE'S A 10-POINT DROP IN ONE CONVERSATION.

THE BEST WAY TO TELL IF SOMEONE'S A FRIEND IS TO LOOK AT THE BACKGROUND DURING A CONVERSATION. A FRIEND'S BACKGROUND IS COVERED IN SMILEY FACES.

Love

LOVE IS A SPECIAL RELATIONSHIP THAT CAN ARISE WITH A SIM OF THE OPPOSITE GENDER IN CERTAIN CIRCUMSTANCES.

LOVE CAN RESULT FROM A SUCCESSFUL HUG, KISS, OR FLIRT. THE HIGHER YOUR RELATIONSHIP SCORE WITH A SIM, THE GREATER THE CHANCE ONE OF THESE WILL CAUSE LOVE. IF YOU HAVE A RELATIONSHIP SCORE OF 50 AND YOU DO CERTAIN INTERACTIONS, THERE'S A 50 PERCENT CHANCE LOVE WILL BLOOM.

WHICH INTERACTIONS YOU CHOOSE, HOWEVER, CHANGES THE ODDS. A HUG ONLY INSPIRES LOVE IN RARE CASES, REDUCING THE PROBABILITY SUBSTANTIALLY. A FLIRT OR FRIENDLY KISS CAN ESCALATE THINGS TO ROMANCE MORE OFTEN, REDUCING THE PROBABILITY BUT LESS SO. A PASSIONATE KISS, HOWEVER, IS YOUR MOST LIKELY TRIGGER, NOT AFFECTING THE BASIC PROBABILITY AT ALL.

FOR EXAMPLE, IF THE RELATIONSHIP IS AT 70, THE CHANCES OF LOVE WITH EACH INTERACTION ARE: HUG (40 PERCENT), FRIENDLY KISS OR FLIRT (60 PERCENT), PASSIONATE KISS (70 PERCENT).

THE BENEFIT OF HAVING A LOVE RELATIONSHIP IS THAT IT BOOSTS ALL SOCIAL INTERACTIONS (BOTH POSITIVE AND NEGATIVE) BETWEEN YOU AND THE LOVED ONE BY 2 POINTS.

LOVE CAN, HOWEVER, BE LOST. IF YOU CAUSE A SIM TO GIVE YOU THE SILENT TREATMENT OR THE RELATIONSHIP SCORE DROPS BELOW 0, THE SIM WILL FALL OUT OF LOVE.

Relationship Decay

EVERY DAY, UNTENDED RELATIONSHIPS DECAY RANDOMLY BY 1-3 POINTS.

Popularity

POPULARITY (SHOWN IN THE POPULARITY MENU) IS THE AVERAGE OF ALL YOUR RELATIONSHIP SCORES WITH EVERY SIM YOU'VE MET. TO KEEP THIS HIGH, KEEP INDIVIDUAL RELATIONSHIP SCORES UP AND OFFSET ANY LOW SCORES WITH EXTREMELY HIGH ONES.



A SIM IN LOVE SHOWS A BACKGROUND OF HEARTS.

Conversational Interactions

Your primary vehicle for developing relationships is conversation.

There are two different kinds of interactions, normal and rejectable.



RELATIONSHIPS ARE BUILT BY EFFECTIVE CONVERSATION.

NOTES

WHEN YOU CONVERSE, IT'S NOT ALWAYS CLEAR WHAT KIND OF INTERACTION A STATEMENT IS. AS YOU GAIN EXPERIENCE, YOU LEARN TO IDENTIFY INTERACTIONS BY THEIR PHRASING. FOR EXAMPLE, "TELL SECRET" ALWAYS STARTS WITH "POST."

NOTES

SIMS WITH "I" OVER THEIR HEADS INDICATE ONE OF TWO THINGS. THEY EITHER WANT TO MEET YOU FOR THE FIRST TIME, OR YOU NEED TO SPEAK WITH THEM REGARDING A MISSION OBJECTIVE.

Normal Interactions

NORMAL INTERACTIONS ARE, IF USED, ALWAYS ACCEPTED AND PRODUCE A PREDICTABLE RESPONSE FROM AN NPC SIM. THERE ARE 15 KINDS OF NORMAL INTERACTIONS: ANNOY, APOLOGIZE, BRAG, CALL NAME, CHEER UP, COMPLAIN, COMPLIMENT, JOKE, FLIRT, INSULT, INTIMIDATE, GOSSIP, INTERESTS, SECRET, AND TEASE.

Normal Interactions

NPC	ANNOY	APOLOGIZE	BRAG	CALL NAME	CHEER UP	COMPLAIN
BUCKY BROCK	-2	1	-2	-5	2	-1
CHET R. CHASE	1	1	-2	-3	3	-2
CLAIRE CLUTTERBELL	-2	1	2	-3	4	-2
DADDY BIGBUCKS	-2	2	2	-2	1	-1
DASCHELL SWANK	-1	1	-2	-4	2	-1
DET. DAN D. MANN	-2	1	-2	-3	2	-1
DUANE DOLDRUM	-2	0	0	-4	1	1
DUSTY HOGG	-5	1	1	-6	3	-3
EDDIE RENALIN	-3	-3	0	-4	4	-2
EPHRAM EARL	-2	-2	2	-1	3	-1
GIUSEPPI MEZZOALTO	-5	1	-2	2	3	-2
HESTER PRIMM	-1	2	2	0	2	-1
LOTTIE CASH	-1	-3	2	-2	3	2
MAD WILLY HURTZYA	-4	-1	-3	1	0	-3
MAXIMILLIAN MOORE	-1	-1	2	-4	3	-2
MEL ODIUS	-1	1	-1	1	1	-2
MISTY WATERS	-5	-3	1	-3	3	-3
NICKI KNACK	-2	1	-1	-2	2	2
NORA ZEL-OTT	-1	2	0	-2	2	2
O. PHIL MCCLEAN	-4	-1	-2	-2	3	-2
OLD SALTY	2	-7	2	-5	3	-2
UNCLE HAYSEED	-2	1	-1	-3	2	-4
VERA VEX	-3	-1	0	-4	2	1
VERNON PEEVE	0	-1	-4	-2	-1	2

POPULARITY AND RELATIONSHIPS

Rejectable Interactions

REJECTABLE INTERACTIONS CAN BE EITHER ACCEPTED OR REJECTED BY THE RECIPIENT, BASED ON YOUR RELATIONSHIP SCORE AND THE KIND OF INTERACTION. THE BETTER YOUR RELATIONSHIP SCORE AND THE LESS INTIMATE THE INTERACTION, THE HIGHER THE PROBABILITY OF ACCEPTANCE.

REJECTABLE INTERACTIONS AND THEIR PROBABILITIES ARE: TICKLE (RELATIONSHIP SCORE +15 PERCENT), HUG (RELATIONSHIP SCORE +10 PERCENT), FRIENDLY KISS (RELATIONSHIP SCORE -10 PERCENT), PASSIONATE KISS (RELATIONSHIP SCORE -15 PERCENT), ROOMMATE INVITATION (RELATIONSHIP SCORE).

NOTES

ONLY ROOMMATE NPCs CAN ACCEPT A ROOMMATE INVITATION. SIGNATURE NPCs NEVER ACCEPT, REGARDLESS OF RELATIONSHIP SCORE.

FOR EXAMPLE, IF A RELATIONSHIP SCORE IS 60, THE CHANCE OF A TICKLE BEING ACCEPTED IS 75 PERCENT WHILE A PASSIONATE KISS IS 45 PERCENT.

HAVING A REJECTABLE INTERACTION ACCEPTED GIVES A RELATIONSHIP BOOST BASED ON THE NPC, BUT A REJECTION GIVES AN ACROSS-THE-BOARD -5 POINT HIT TO THE RELATIONSHIP SCORE. THE PAYOFF IS BIG, BUT THERE'S ALWAYS A RISK.



SHE'S PRETTY HAPPY ABOUT THAT KISS.

NPCs and Interaction

EACH NPC SIM IS HARDWIRED TO REACT IN PREDICTABLE WAYS TO EACH KIND OF CONVERSATIONAL INTERACTION, CAUSING A CHANGE TO THE RELATIONSHIP SCORE.

COMPLIMENT	JOKE	FLIRT	INSULT	INTIMIDATE	GOSSIP	INTERESTS	SECRET	TEASE
3	2	0	-3	-2	2	3	1	-2
3	2	6	-2	-3	1	2	2	-1
3	1	1	-2	-4	2	1	3	-2
4	-2	0	-2	-3	1	-1	-2	-2
2	1	2	0	-3	2	-1	1	-1
2	3	-1	-2	-4	1	3	2	-1
3	2	0	-2	-1	1	0	4	2
1	3	0	-6	2	2	4	1	-2
2	3	3	-2	-1	2	3	-1	-3
3	2	2	-3	-2	-1	-1	-2	-1
2	-1	4	-2	-3	2	2	2	1
3	2	-3	-5	-2	3	2	1	-2
0	2	5	-1	-4	2	1	1	-3
1	1	1	-4	2	0	-2	1	0
2	3	2	-4	-1	2	1	-1	0
2	3	2	-2	0	4	2	1	1
2	2	-1	-3	-2	2	2	2	-2
4	1	-1	-3	-2	2	1	2	-3
3	2	2	0	-2	-1	2	2	-5
0	3	-1	-2	-1	2	5	-1	-1
2	1	0	2	-3	1	-2	1	-1
1	4	-10	-2	-4	2	3	2	-1
1	2	-2	0	-2	-1	2	1	-2
2	1	1	-3	-1	2	1	3	0



Rejectable Interactions (If Accepted)

NPC	TICKLE	HUG	FRIENDLY Kiss	PASSIONATE Kiss	ROOMMATE INVITATION
BUCKY BROCK	4	2	4	8	N/A
CHET R. CHASE	5	2	4	2	N/A
CLAIRE CLUTTERBELL	3	4	4	7	1
DADDY BIGBUCKS	1	3	2	3	N/A
DASCHELL SWANK	3	3	4	6	1
DET. DAN D. MANN	1	2	2	1	N/A
DUANE DOLDRUM	3	3	4	7	1
DUSTY HOGG	2	4	3	2	N/A
EDDIE RENALIN	3	1	4	6	N/A
EPHRAM EARL	3	1	2	2	N/A
GIUSEPPI MEZZOALTO	1	3	4	6	N/A
HESTER PRIMM	3	4	3	7	0
LOTTIE CASH	4	4	5	8	1
MAD WILLY HURTZYA	2	3	4	4	N/A
MAXIMILLIAN MOORE	4	4	4	7	2
MEL ODISIOUS	3	4	5	7	2
MISTY WATERS	4	2	4	7	N/A
NICKI KNACK	3	3	2	4	N/A
NORA ZEL-OTT	3	5	4	9	3
O. PHIL McCLEAN	2	1	2	2	N/A
OLD SALTY	4	4	2	4	N/A
UNCLE HAYSEED	1	2	2	2	N/A
VERA VEX	2	3	4	7	2
VERNON PEEVE	3	3	4	7	0



IF NONE OF THE CONVERSATIONAL SELECTIONS YIELD A POSITIVE RELATIONSHIP EFFECT, SAY GOODBYE AND IMMEDIATELY REENGAGE THE CONVERSATION. A NEW SLATE OF INTERACTIONS IS RANDOMLY GENERATED.

Personality Types and Relationships

THERE'S ONE LAST VARIABLE IN THE EQUATION, YOU. YOUR SIM'S PERSONALITY CHANGES THE WAY DIFFERENT KINDS OF SIMS REACT TO YOU.

EACH NPC SIM HAS A GENERAL PERSONALITY TYPE THAT DICTATES HOW THE NPC REACTS TO YOUR PERSONALITY ELEMENTS (NICE/MEAN, PLAYFUL/SERIOUS, ETC.). THESE REACTIONS CHANGE THE NUMBERS YOU SEE IN THE PREVIOUS TABLES.

- * **BUBBLY:** +1 IF PLAYFUL 7 OR MORE, +1 IF ACTIVE 7 OR MORE
- * **CRAZY:** +1 IF OUTGOING 3 OR LESS, +1 IF OUTGOING 7 OR MORE
- * **GRUMPY:** +1 IF NICE 3 OR LESS, +1 IF PLAYFUL 3 OR LESS
- * **HAPPY:** +1 IF NEAT 7 OR MORE, +1 IF NICE 7 OR MORE
- * **MEAN:** +1 IF NICE 3 OR LESS, +1 IF OUTGOING 7 OR MORE
- * **NORMAL:** +1 IF NICE 7 OR MORE, +1 IF PLAYFUL 7 OR MORE
- * **RICH:** +1 IF ACTIVE 7 OR MORE, +1 IF NEAT 7 OR MORE

HERE'S A QUICK EXAMPLE. LET'S SAY YOU COMPLAIN TO DADDY BIGBUCKS (A "Rich" NPC) AND YOU HAVE AN ACTIVE SCORE OF 8. NORMALLY, THIS WOULD GET YOU A -1. BECAUSE OF YOUR HIGH ACTIVE PERSONALITY, HOWEVER, THE NEGATIVE IMPACT IS NEUTRALIZED TO 0. THIS FEATURE CAN'T, HOWEVER, TURN A NEGATIVE INTERACTION INTO A POSITIVE OR VICE VERSA.

THE BEST WAY TO AVOID THIS COMPLICATION IS TO DESIGN A BALANCED SIM (5 POINTS TO EACH CHARACTERISTIC). THERE'S NO REAL DOWNSIDE TO DOING IT THIS WAY (UNLIKE IN THE CONSOLE VERSION OF *The Sims: Bustin' Out*, AND IT ALLOWS YOU TO GET ALONG WITH ALL KINDS OF SIMS.

The Silent Treatment



YOU'VE GONE TOO FAR. NOW SHE WON'T TALK TO YOU FOR DAYS.

IF YOU LOWER THE RELATIONSHIP SCORE WITH AN NPC BY 10 OR MORE POINTS IN A SINGLE CONVERSATION, THE NPC CUTS OFF THE CONVERSATION AND REFUSES TO TALK TO YOU FOR A DAY. IF THE DROP OCCURS IN A SINGLE INTERACTION, THE SILENT TREATMENT CAN LAST TWO OR THREE DAYS. THIS CAN BE VERY

AWKWARD IF YOU NEED TO TALK TO THIS PERSON TO COMPLETE AN OBJECTIVE.

Motives and Interaction

IF ONE OF YOUR MOTIVES IS CRITICALLY LOW, YOU CAN'T ENGAGE IN OR CONTINUE CONVERSATION.

SKILLS AND EARNING MONEY

Other Relationship Tools

THERE ARE SEVERAL OTHER WAYS TO AFFECT RELATIONSHIPS.

- * **GIVE GIFT:** YOU CAN BUY GIFTS FROM THE BRIC-A-BRAC SHOP TO GIVE TO NPCs FOR A RELATIONSHIP BOOST. GIVING QUEST ITEMS CAN PROVIDE POSITIVE RELATIONSHIP CHANGES TOO.
- * **RUNNING ERRANDS:** TAKING THINGS TO OTHER NPCs GETS YOU A BOOST IN RELATIONSHIP TO SENDER AND RECIPIENT. FAILING TO DELIVER HARMS YOUR RELATIONSHIP WITH THE SENDER.

Roommates

YOU CAN ASK ANY OF THE ROOMMATE NPC SIMS TO BE YOUR ROOMMATE, BUT IT'S A REJECTABLE INTERACTION. THE PROBABILITY OF ACCEPTANCE DEPENDS ON YOUR RELATIONSHIP SCORE—THE HIGHER THE MORE LIKELY.

THE OFFER IS ALWAYS REJECTED IF YOU ALREADY HAVE A ROOMMATE; YOU CAN ONLY HAVE ONE ROOMMATE AT A TIME.

A ROOMMATE LIVES IN YOUR HOME WITH YOU BUT DOESN'T PERFORM ANY HOUSEHOLD CHORES OR PAY HALF THE BILLS. THE MAIN BENEFIT TO HAVING A ROOMMATE IS THAT YOU ALWAYS KNOW WHERE HE OR SHE IS. IT'S A GOOD IDEA TO MAKE A SIM A ROOMMATE IF YOU KNOW YOU'LL NEED THAT NPC FREQUENTLY FOR AN OBJECTIVE.

SKILLS AND EARNING MONEY

MONEY IS AS ESSENTIAL AS ANY OF YOUR BASIC SIM NEEDS. IT MAY BE EVEN MORE IMPORTANT SINCE YOU CAN'T SATISFY YOUR NEEDS WITHOUT IT.

HOW TO DEVELOP THE SKILLS NECESSARY TO EARN A LIVING AND HOW AND WHERE TO MAKE MONEY ARE, THEREFORE, MAJOR CONCERNS.

Skills

THERE ARE FIVE ESSENTIAL SKILLS IN ANY SIM'S LIFE.

- * **BODY**
- * **CHARISMA**
- * **COOKING**
- * **CREATIVITY**
- * **LOGIC**
- * **MECHANICAL**

TO INCREASE A SKILL THROUGH ITS 10 STAGES, YOU MUST INTERACT WITH



READING IN THE LIBRARY IS A GREAT WAY TO WORK ON ALL YOUR SKILLS.

OBJECTS THAT GRANT SKILL POINTS. LOWER SKILL POINTS ARE QUICK TO ACHIEVE, BUT THE HIGHER THE LEVEL, THE LONGER THE INTERACTION REQUIRED TO EARN A SKILL POINT. FOR EXAMPLE, READING A BOOK TO EARN YOUR FIRST LOGIC POINT TAKES A FEW MINUTES, BUT EARNING LOGIC 8 WILL PROBABLY REQUIRE A BATHROOM BREAK FOR YOUR SIM. EACH SKILL HAS SEVERAL CORRESPONDING SKILL-BUILDING OBJECTS.

- * **BODY:** WORKOUT EQUIPMENT AT THE FITNESS CENTER, BOOK IN LIBRARY, FREE WEIGHTS, PUNCHING BAG.
- * **CHARISMA:** ANY MIRROR (BOUGHT OBJECT OR IN FITNESS CENTER), BOOK IN LIBRARY.
- * **COOKING:** BOOKS IN LIBRARY.
- * **CREATIVITY:** BOOKS IN LIBRARY, POTTERY WHEEL, GUITAR, EASEL (BOUGHT OR IN PARK MAZE).
- * **LOGIC:** BOOKS IN LIBRARY, ANY PURCHASED COMPUTER, CHESS BOARD.
- * **MECHANICAL:** BOOKS IN LIBRARY, TESLA COIL, UNCLE HAYSEED'S TRACTOR.

USING THESE OBJECTS TAKES TIME, AND YOUR MOTIVES DECAY WHILE YOU'RE ENGAGED WITH THEM. IF MOTIVES DROP TOO LOW, YOU CAN'T WORK ON YOUR SKILL UNTIL YOU TEND TO YOUR NEEDS. TRY TO BEGIN INTERACTING WITH THESE OBJECTS WITH YOUR MOTIVES FULL.



THIS SIM WON'T PUNCH THE HEAVY BAG UNTIL HE GETS SOME REST.

Why Develop Skills

THERE ARE FOUR REASONS TO DEVELOP SKILLS: OBJECTIVES, POSSIBLE INJURY, SPEED OF ACCOMPLISHMENT, AND JOBS.

1. SEVERAL OBJECTIVES IN THE GAME REQUIRE YOU TO ACHIEVE CERTAIN SKILL THRESHOLDS.
2. TRYING TO FIX SOMETHING WITH LOW MECHANICAL SKILL OR TRYING TO USE A HEAT-GENERATING STOVE WITH LOW COOKING SKILL CAN RESULT IN ELECTROCUTION OR A FIRE. EITHER CAN RESULT IN PASSING OUT AND A COSTLY TRIP TO THE HOSPITAL.
3. THE HIGHER YOUR MECHANICAL SKILL, THE FASTER YOU CAN FIX BROKEN OBJECTS. THE HIGHER YOUR COOKING SKILL, THE FASTER YOU CAN PREPARE FOOD, AND THE MORE A MEAL SATISFIES YOUR HUNGER NEED.
4. SKILLS ALSO IMPROVE YOUR MONEYMAKING ABILITY. EVERY JOB MINIGAME HAS FIVE LEVELS OF PROMOTION, EACH MORE DIFFICULT BUT MORE LUCRATIVE. PROMOTIONS AREN'T JUST ABOUT HIGH SCORES. FOR EACH JOB PROMOTION, YOU MUST MEET CERTAIN MINIMUM SKILL REQUIREMENTS. WITHOUT THESE MINIMUMS, YOU WON'T BE PROMOTED, NO MATTER HOW HIGH A SCORE YOU EARN.

TO MAKE THE KIND OF MONEY YOU NEED TO WIN THE GAME, YOU MUST WIN MINIGAME PROMOTIONS AND PLAY AT THE HIGHEST LEVELS. ADVANCING BETWEEN LEVELS IN THE GAME (MOVING FROM HOUSE TO HOUSE) USUALLY REQUIRES YOU TO EARN PROMOTIONS IN SPECIFIC GAMES.

Moneymaking

THERE ARE MANY WAYS TO MAKE MONEY.

Collecting Stuff

THE STREETS AND CORNERS OF SIMVALLEY ARE LITTERED WITH OBJECTS YOU CAN COLLECT AND SELL TO THE VIRTUCHEM LAB TECHNICIAN.



YOUR COLLECTABLES ARE TALLIED IN THE UPPER LEFT OF YOUR POCKETS SCREEN.

- * ALUMINUM CANS
- * OLD GLASS JARS
- * MECHANICAL COGS
- * NUCLEAR FUEL RODS
- * 3-EARED MICE

THESE OBJECTS APPEAR IN RECURRING LOCATIONS, REGENERATING PERI-

ODICALLY. WHEN YOU SEE ONE, STOP NEAR IT AND PRESS (A). THESE OBJECTS DON'T CONSUME ROOM IN YOUR INVENTORY; THEY ARE STORED IN A SPECIAL SECTION OF THE POCKETS SCREEN JUST FOR COLLECTIBLE ITEMS.

TO EARN MONEY, YOU CAN SELL THEM AT VIRTUCHEM DURING ITS BUSINESS HOURS (8:00 PM-8:00 AM). THE PRICE FOR EACH OBJECT VARIES RANDOMLY EACH DAY. ON ANY GIVEN DAY, THE RANGES ARE:

- * ALUMINUM CANS: \$3-\$16
- * OLD GLASS JARS: \$9-\$20
- * MECHANICAL COGS: \$11-\$25
- * NUCLEAR FUEL RODS: \$61-\$190
- * 3-EARED MICE: \$81-\$220

KNOWING THESE RANGES, DON'T SELL (ESPECIALLY THE RODS AND MICE) UNTIL THE PRICE IS UP, OR YOU'LL BE WASTING YOUR RESOURCES.

NOTE THAT ALUMINUM CANS ARE PART OF TWO GAME OBJECTIVES, SO MAKE SURE YOU HOLD ON TO ENOUGH TO SATISFY THOSE OBJECTIVES WHEN THE NEED ARISES.

Errand Running

WHEN INTERACTING WITH AN NPC, YOU MIGHT BE GIVEN THE OPPORTUNITY TO OFFER HELP TO THAT NPC. IF YOU DON'T ALREADY HAVE AN ERRAND ASSIGNED TO

YOU (YOU CAN ONLY HAVE ONE AT A TIME), THERE'S A CHANCE THE NPC YOU'RE TALKING TO WILL GIVE YOU AN OBJECT TO DELIVER TO ANOTHER NPC.



GETTING AN ASSIGNMENT FROM AN NPC IS A GOOD WAY TO EARN EXTRA CASH.

THE CHANCE OF GETTING AN ERRAND IS RELATED TO YOUR RELATIONSHIP WITH THE NPC. THE HIGHER THE RELATIONSHIP SCORE, THE HIGHER THE PROBABILITY.

IF YOU OFFER TO HELP AND THE NPC ACCEPTS YOUR OFFER, THE OBJECT WILL

APPEAR IN A SLOT IN YOUR INVENTORY. IF YOU FORGET WHO THE DELIVERY IS FOR, CHECK THE ITEM'S DESCRIPTION ON THE POCKETS MENU.

SUCCESSFULLY DELIVER AN ITEM AND YOU GET TWO REWARDS, ONE FINANCIAL AND ONE SOCIAL. THE MONEY YOU GET FOR A DELIVERY IS RELATED TO THE PERSONALITY OF THE RECIPIENT (MULTIPLIED BY THE LEVEL NUMBER).

- * GRUMPY: \$25
- * MEAN: \$13
- * BUBBLY: \$80
- * HAPPY: \$95
- * NORMAL: \$80
- * CRAZY: \$75
- * RICH: \$150

THE SECOND REWARD IS SOCIAL. SUCCESSFUL DELIVERY RESULTS IN A +3 TO YOUR RELATIONSHIP WITH BOTH PARTIES.

ONCE YOU HAVE AN ERRAND ITEM IN YOUR INVENTORY, YOU HAVE TWO GAME DAYS TO DELIVER IT. IF YOU FAIL TO DELIVER THE ITEM ON TIME, YOU LOSE A RANDOM NUMBER OF RELATIONSHIP POINTS (BETWEEN 1 AND 6 POINTS) WITH THE SIM WHO ASKED YOU TO DELIVER THE ITEM. YOU ALSO WALK AWAY EMPTY-HANDED—NO REWARD MONEY FOR LATE DELIVERIES.

Selling Your Stuff

YOU CAN GENERATE MONEY BY SELLING OBJECTS YOU OWN. OBJECTS CAN BE SOLD IN TWO WAYS.

- * **STORES:** STORES BUY MOST KINDS OF OBJECTS, BUT AT A SUBSTANTIAL DISCOUNT OF THE ORIGINAL PURCHASE PRICE.
- * **GBA LINK AUCTIONS:** IF YOU HOLD AN AUCTION WITH OTHER PLAYERS VIA A GBA LINK CABLE, YOU CAN AUCTION OFF ANY OF YOUR ITEMS. YOU CAN GET A BETTER PRICE THAN YOU WOULD AT A STORE, ESPECIALLY ON RARE ITEMS.

SKILLS AND EARNING MONEY

ESPECIALLY VALUABLE FOR BOTH METHODS ARE YOUR ZODIAC ITEMS, THE SECRET ITEMS THAT CORRESPOND TO THE ZODIAC SIGN YOU CHOSE FOR YOUR SIM. ONCE YOU FIND THEM, YOU MAY KEEP THEM FOR YOUR HOME OR SELL THEM OFF FOR CONSIDERABLE CASH.

Minigames

THE SIMS BUSTIN' OUT CONTAINS EIGHT MINIGAMES THAT CONSTITUTE YOUR PRIMARY SOURCE OF INCOME.

THE GAMES ARE UNLOCKED GRADUALLY—ONE EACH FOR THE FIRST TWO LEVELS AND TWO PER LEVEL THEREAFTER. YOU UNLOCK THESE GAMES BY COMPLETING MISSIONS AND TALKING TO NPC SIMS.

ONCE A GAME IS UNLOCKED, YOU CAN PLAY IT ONCE PER DAY DURING ITS LISTED HOURS OF OPERATION. THE LOCATION OF EACH GAME IS MARKED BY A BLUE SIGN WITH A "S" ON IT. APPROACH THE SIGN AND PRESS (A) TO BEGIN.



SAVE BEFORE PLAYING MINIGAMES IN CASE YOU DISLIKE YOUR SCORE AND WANT TO TRY AGAIN.

Mower Madness



MOWER MADNESS

- * **LEVEL UNLOCKED: 1**
- * **LOCATION: FARM**
- * **HOURS: 5:00 AM-7:00 PM**
- * **SHIFT TIME: THREE HOURS**

THE OBJECT OF THE GAME IS TO RUN OVER THE MOST WEEDS IN THE LAWN BEFORE TIME RUNS OUT. THERE ARE

TWO MAJOR IMPEDIMENTS. HITTING A ROCK SPINS YOUR MOWER OUT OF CONTROL (WASTING TIME), AND MOWING DOWN A FLOWER (LOCATED IN DIRT BEDS AROUND THE YARD) SUBTRACTS POINTS (5 PER FLOWER) FROM YOUR SCORE.

AS YOU ADVANCE THROUGH THE PROMOTION LEVELS, THE NUMBER OF WEEDS INCREASES, AS DO THE SCORES FOR EACH WEED AND EACH FLOWER. SCORES ARE MULTIPLIED (UP TO X10 FOR LEVEL 5). ON LEVEL 5, YOU FIND THREE CHICKENS RUNNING LOOSE IN THE YARD. RUNNING OVER THEM DOESN'T COST YOU SIMOLEONS, BUT IT REDUCES YOUR RELATIONSHIP SCORE WITH UNCLE HAYSEED.

THE MOWER HAS NO REVERSE GEAR AND CAN ONLY BE TURNED WHILE ACCELERATING.

Mower Madness Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	50	1	0
LEVEL 3	150	2	0
LEVEL 4	300	3	2
LEVEL 5	600	4	3

Smoothie Slider

- * **LEVEL UNLOCKED: 2**
- * **LOCATION: BURNING SPOKE (BEHIND BAR)**
- * **HOURS: 8:00 PM-11:00 PM**
- * **SHIFT TIME: TWO HOURS**



SMOOTHIE SLIDER

THE OBJECT IS TO SCORE POINTS BY DELIVERING

DRINKS TO CUSTOMERS DOWN

THE BAR. YOU MUST DO THIS BY SLIDING AND BANKING GLASSES TO DISTANT PATRONS BY CONTROLLING THE DIRECTION AND POWER OF YOUR THROW.

EACH PATRON DISPLAYS HIS ORDER BY PUTTING UP A COLOR-CODED COASTER—DARK BLUE FOR MILKSHAKE, PALE BLUE FOR LEMONADE, AND RED FOR ROOT BEER.

TO SCORE MAXIMUM POINTS, DELIVER THE CORRECT DRINK TO THE MOST DISTANT PATRONS. THE FARTHER THE THROW, THE HIGHER THE SCORE. IF YOU THROW TOO HARD, YOU'LL BREAK YOUR LIMITED SUPPLY OF GLASSES. RUN OUT OF GLASSES AND YOU'LL GET THROWN OUT OF THE BAR.

YOU ALSO GET BONUS POINTS EACH TIME A GLASS BANKS OFF THE SIDE OF THE BAR.

PATRONS EACH HAVE A PRIMARY ORDER (INDICATED BY THEIR COASTER), BUT THEY ALSO ACCEPT AN "ALTERNATIVE" ORDER FOR A SMALLER TIP. SINCE THERE ARE THREE TYPES OF DRINK, THIS ALSO MEANS THAT THERE IS A DRINK THAT YOUR PATRON WILL REFUSE. DELIVER THE UNACCEPTABLE OPTION, AND THE PATRON WILL BREAK THE GLASS.

ACCEPTABLE ALTERNATIVES ARE:

- * **ROOT BEER ACCEPTS MILKSHAKE BUT NOT LEMONADE**
- * **LEMONADE ACCEPTS ROOT BEER BUT NOT MILKSHAKE**
- * **MILKSHAKE ACCEPTS LEMONADE BUT NOT ROOT BEER**

KEEP THESE ALTERNATIVES IN MIND WHEN YOUR DRINK-IN-HAND ISN'T BEING ORDERED BY ANYONE IN THE ROUND.

Smoothie Slider Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	75	0	0
LEVEL 3	250	2	1
LEVEL 4	400	2	3
LEVEL 5	900	2	5

Powerlifter

- * **LEVEL UNLOCKED: 3**
- * **LOCATION: FITNESS CENTER (UPSTAIRS)**
- * **HOURS: 3:00 PM-5:00 PM**
- * **SHIFT TIME: TWO HOURS**



POWERLIFTER

THE OBJECT IS TO SCORE POINTS BY LIFTING THE HEAVIEST POSSIBLE WEIGHTS.

A SUCCESSFUL LIFT REQUIRES TO YOU REPEATEDLY MASH (A) (THE HEAVIER THE WEIGHT, THE FASTER YOU MUST PUSH THE BUTTON) UNTIL THE WEIGHT REACHES YOUR SIM'S WAIST. WHEN THE ARROW

PROMPT COMES UP ON THE SCREEN, STOP PRESSING **(A)** AND PUSH DOWN ON THE D-PAD. RESUME PRESSING **(A)** UNTIL THE NEXT ARROW PROMPT INSTRUCTS YOU TO PRESS UP ON THE D-PAD.

THIS GAME IS ALL ABOUT TIMING. PRESSING THE D-PAD TOO SOON OR IN CONJUNCTION WITH **(A)** CAUSES YOU TO DROP THE WEIGHT. YOU GET A PARTIAL SCORE BUT NOTHING NEAR FULL VALUE. YOU ALSO REDUCE THE MAXIMUM WEIGHT AVAILABLE, FURTHER LOWERING YOUR POTENTIAL SCORE.

TO ACHIEVE PROMOTION-WORTHY SCORES, YOU MUST LIFT ALL WEIGHTS WITHOUT FAILURE.

Powerlifter Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	50	0	2
LEVEL 3	150	0	4
LEVEL 4	450	0	7
LEVEL 5	800	0	10

Bait Flinger

- * **LEVEL UNLOCKED: 3**
- * **LOCATION: FISH-N-CHIPS (DOWN STAIRS) AND DOCKS (END OF PIER)**
- * **HOURS: 3:00 AM-3:00 PM**
- * **SHIFT TIME: FIVE HOURS**



BAIT FLINGER

THE OBJECT IS TO CATCH THE BIGGEST FISH ON FIVE CASTS. TO DO THIS, YOU HAVE TO GUESS WHICH FISH ARE THE MOST VALUABLE AND WHICH BAIT TO USE.

BAITS ARE COLOR CODED TO THEIR APPROPRIATE DEPTHS.

- * **LIGHT BLUE: SHALLOW**
- * **GREEN: MEDIUM**
- * **BLUE: DEEP**

ONLY FISH OF THE SAME COLOR (SAME DEPTH) AS THE BAIT RESPOND TO A GIVEN BAIT.

THE SIZE OF A FISH CAN BE DETERMINED BY LOOKING AT THE SIZE OF ITS SHADOW RELATIVE TO ITS DEPTH. A LARGE FISH IN SHALLOW WATER HAS A MASSIVE BLUE SHADOW WHILE THE SAME FISH IN DEEP WATER HAS A SMALL SHADOW. THE KEY IS TO LOOK AT OTHER FISH AT THE SAME DEPTH. IF ONE BLACK FISH IS LARGER THAN THE OTHERS, IT'S THE HEAVIEST, EVEN IF THERE ARE LARGER SHADOWS AT LESSER DEPTHS.

THERE ARE FIVE KINDS OF FISH (PERCH, SEA BASS, SALMON, MARLIN, SHARK), THOUGH ALL FIVE ONLY APPEAR ONCE YOU'VE BEEN PROMOTED TO LEVEL 5. YOU CAN SEE THE KIND OF FISH YOU HAVE WHEN IT BREAKS THE WATER. ONCE YOU SEE IT, CONSIDER IF YOU WANT TO KEEP IT, THEN EITHER REEL IT IN OR LET IT GO. YOU HAVE MORE THAN FIVE

BAITS, SO YOU CAN LET A FEW FISH GO AND STILL CATCH YOUR FIVE.

ONCE YOU HOOK A FISH, REEL IT IN BY MASHING **(A)**. IF IT RUNS, STOP PUSHING **(A)** AND PUSH DOWN ON THE D-PAD. THIS PULLS THE FISH OUT OF THE WATER AND TIRES IT OUT. ONCE THE FISH BREAKS THE SURFACE, RELEASE THE D-PAD AND RESUME PRESSING **(A)**. IF YOU PRESS BOTH AT ONCE, THERE'S A CHANCE THAT THE LINE WILL BREAK AND YOU'LL LOSE YOUR FISH.

A FEW TIPS:

- * **SMALL FISH SWIM FASTER THAN LARGE ONES, SO A LESS-VALUABLE FISH NEXT TO A MORE-VALUABLE FISH WILL ALWAYS GET TO THE BAIT FIRST. CAST PRECISELY TO AVOID THIS PROBLEM.**
- * **IF YOU REEL IN YOUR BAIT QUICKLY (BY HOLDING **(A)**), ANY FISH CLOSE ENOUGH TO HAVE BEEN ATTRACTED TO IT WILL FLEE. THIS IS A GOOD WAY TO WEED OUT SMALLER FISH. IF YOU CAUSE ALL THE FISH TO FLEE, A NEW SET WILL APPEAR.**

Bait Flinger Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	70	1	0
LEVEL 3	150	2	1
LEVEL 4	300	4	2
LEVEL 5	500	6	3

Jam Session

- * **LEVEL UNLOCKED: 4**
- * **LOCATION: CLUB RUBB**
- * **HOURS: 7:00 PM-2:00 AM**
- * **SHIFT TIME: THREE HOURS**



JAM SESSION

JAM SESSION REQUIRES TIMING AND GOOD RHYTHM.

LISTEN TO THE BEAT OF THE MUSIC AND WATCH THE BUTTON/D-PAD COMBINATIONS AS THEY SCROLL UP THE SCREEN'S RIGHT-HAND SIDE. PRESS THE CORRECT COMBINATION WITHIN THE COLORED AREA TO SCORE. PRESS THEM IN TIME (BETWEEN THE BLUE LINES ON THE BAR) TO GET FULL POINTS. PRESS THE WRONG BUTTONS OR PRESS THEM AT THE WRONG TIME AND YOU GET NO POINTS.

THE MORE CORRECT COMBINATIONS YOU HIT IN A ROW, THE MORE THE POWER METER IN THE UPPER LEFT OF THE SCREEN FILLS. WHEN IT REACHES THE TOP, YOUR SIM PERFORMS A FANCY STAGE MOVE FOR EXTRA POINTS. THE HIGHER THE PROMOTION LEVEL, THE MORE MOVES ARE AVAILABLE. IF YOU MISS A CHORD, THE METER RESETS.

THE HIGHEST SCORE COMES FROM HITTING ALL CHORDS BETWEEN THE BLUE LINES.

Jam Session Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	80	2	2
LEVEL 3	130	4	2
LEVEL 4	400	6	3
LEVEL 5	690	8	4

SKILLS AND EARNING MONEY

Pizza Pandemonium

- * **LEVEL UNLOCKED: 4**
- * **LOCATION: DOCKSIDE DINER**
- * **HOURS: 11:00 AM-10:00 PM**
- * **SHIFT TIME: FOUR HOURS**



JAM SESSION

THE OBJECT IS TO MAKE A PIZZA TO MATCH THE EXAMPLE SHOWN. TO DO THIS, SELECT A SLICE OF THE PIZZA AND NOTE THE TOPPING CONTAINED ON THE MASTER PIZZA. MATCH THIS TOPPING BY TOSsing THE PIE IN THE AIR (PUSHING **A**) WHEN THE CORRECT TOPPING PASSES OVERHEAD. SWITCH SLICES BY PRESSING UP (CLOCKWISE) AND DOWN (COUNTERCLOCKWISE) ON THE D-PAD.

THE NUMBER OF TOPPINGS INCREASES WITH PROMOTION LEVEL, WITH THREE TOPPINGS ON LEVEL 1 AND SEVEN ON LEVEL 5. THE TOPPINGS EACH CARRY A DIFFERENT POINT VALUE, AND YOUR SCORE IS BASED ON THE NUMBER OF CORRECTLY PLACED TOPPINGS. THE MORE VALUABLE THE TOPPING, THE HIGHER ON THE SCREEN IT IS AND THE FASTER IT MOVES. FOCUS ON THE UPPER TOPPINGS BEFORE WORKING ON THE LOWER, EASIER ONES.

Pizza Pandemonium Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	100	3	2
LEVEL 3	200	5	3
LEVEL 4	350	7	4
LEVEL 5	1100	9	5

Cliff Diver X

- * **LEVEL UNLOCKED: 5**
- * **LOCATION: DIVING CLIFFS (EAST OF COUNTRY CAFÉ)**
- * **HOURS: 9:00 AM-4:00 PM**
- * **SHIFT TIME: THREE HOURS**



CLIFF DIVER X

SCORE AS HIGH AS POSSIBLE ON ALL THREE DIVES FOR MAXIMUM POINTS. PRESS **A** TO JUMP, AND PERFORM FLIPS BY PRESSING LEFT (REVERSE PIKE), UP (PIKE), DOWN (SPIN), AND RIGHT (TUCK) ON THE D-PAD. STOP DOING TRICKS IN TIME TO ENTER THE WATER IN PROPER FORM, AND QUICKLY PRESS UP ON THE D-PAD TO AVOID PLANTING YOUR HEAD IN THE SAND.

A GOOD COMBINATION ON THE FIRST LEVEL IS, FOR EXAMPLE: LEFT, UP, RIGHT.

YOU GET POINTS FOR EVERY FLIP YOU DO, BUT YOU ONLY GET FULL CREDIT IF YOU ENTER THE WATER CORRECTLY AND AVOID THE BOTTOM.

THE GREATER THE DIFFICULTY OF A SUCCESSFUL DIVE, THE GREATER THE FINAL SCORE.

- * **REVERSE PIKE: \$16, DIFFICULTY MODIFIER OF 30%**
- * **PIKE FLIP: \$12, DIFFICULTY MODIFIER OF 20%**
- * **TUCK FLIP: \$8, DIFFICULTY MODIFIER OF 10%**
- * **SPIN: \$4, DIFFICULTY MODIFIER OF 5%**

Cliff Diver X Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	90	3	2
LEVEL 3	180	4	3
LEVEL 4	425	5	4
LEVEL 5	650	6	5

Petri Dish

- * **LEVEL UNLOCKED: 5**
- * **LOCATION: VIRTUCHEM**
- * **HOURS: 12:00 AM-8:00 AM**
- * **SHIFT TIME: SIX HOURS**



PETRI DISH

TRY TO ELIMINATE THE LARGEST POSSIBLE CHAINS OF LIKE-COLORED AMOEBAS. SELECTING AN AMOEBAS OF A GIVEN COLOR CLEARS IT AND ANY OTHERS ADJACENT TO IT VERTICALLY OR HORIZONTALLY. THE LARGER THE CHAIN, THE HIGHER THE SCORE.

HAVING ONLY ONE OR TWO AMOEBAS REMAINING AT THE END OF THE GAME GETS YOU AN EXTRA BONUS.

COMPLICATING THINGS IS THE PRESENCE OF A MUTAGEN THAT CAN SPONTANEOUSLY APPEAR AND CHANGE THE COLOR OF ANY TOP-ROW AMOEBAS. TO MINIMIZE THE IMPACT OF THE MUTAGEN, FOCUS ON CHAINS NEAR THE TOP.

Petri Dish Promotion Requirements

PROMOTION LEVEL	SCORE	MECHANICAL	BODY
LEVEL 2	175	4	3
LEVEL 3	225	6	4
LEVEL 4	450	8	5
LEVEL 5	900	10	6

Minigames and GameCube Link

WITH YOUR GAME BOY ADVANCE CONNECTED TO YOUR GAMECUBE, YOU CAN PLAY THE JOB MINIGAMES AND EARN MONEY FOR YOUR GAMECUBE-BASED SIM. FOUR OF THESE GAMES (SMOOTHIE SLIDER, BAIT FLINGER, PIZZA PANDEMONIUM, AND CLIFF DIVER X) ARE AVAILABLE EVEN IF YOU DON'T OWN A



YOU HAVE YOUR LINK.



COPY OF *THE SIMS BUSTIN' OUT* FOR THE GBA. YOU MUST HAVE THE GBA VERSION OF THE GAME IN YOUR GBA TO PLAY THE OTHER FOUR GAMES.

ONCE A CONNECTION IS ESTABLISHED FOR THE FIRST TIME, A NOTICE ARISES ON THE GAMECUBE INFORMING YOU OF THE AVAILABILITY OF A NEW OBJECT, THE GAME CABINET. ONCE IT'S PURCHASED AND PLACED IN YOUR HOME, YOUR GAMECUBE SIM CAN USE THE GAME CABINET TO BRING UP THE MINIGAMES ON YOUR GBA. ANY SIMOLEONS EARNED THIS WAY ARE CREDITED TO YOUR GAMECUBE SIM.



A GAMECUBE SIM USING THE GAME CABINET

NOTES

THE GAME CABINET CAN ONLY BE USED WHEN YOUR GBA IS TURNED ON AND CONNECTED TO YOUR GAMECUBE.

NOTE THAT YOUR GAMECUBE SIM'S MOTIVES DECREASE WHILE SHE'S PLAYING ON THE GAME CABINET, SO SHE CAN BE KICKED OUT IF HER MOTIVES GO TOO LOW. MONEY EARNED IN INTERRUPTED GAMES IS NOT CREDITED TO YOUR GAMECUBE BANK ACCOUNT.

OBJECTS

IN *THE SIMS*, OBJECTS MAKE THE WORLD GO AROUND. HOW YOU GET THEM AND WHAT THEY DO SHOULD BE TWO OF YOUR PRIMARY CONCERNS.

Object Types

THERE ARE FIVE KINDS OF OBJECTS.

- * **COMMON ("C")**: WIDELY AVAILABLE IN STORES
- * **UNCOMMON ("U")**: AVAILABLE IN STORES BUT ABOUT HALF AS FREQUENTLY AS COMMON
- * **RARE ("R")**: AVAILABLE IN STORES BUT VERY INFREQUENTLY
- * **GIFT ("G")**: ITEMS INTENDED SOLELY TO GIVE TO NPCs
- * **QUEST**: SPECIAL ITEMS FOR OBJECTIVES—CAN'T BE GIVEN TO ANYONE BUT THE OBJECT'S INTENDED RECIPIENT AND CAN'T BE DROPPED (AS SUCH, THESE OBJECTS ARE NOT LISTED HERE BUT ARE MENTIONED AS NECESSARY IN THE WALKTHROUGHS.)

Object Coolness and Motives

THE "COOLNESS" OF AN OBJECT DICTATES HOW QUICKLY IT REPLENISHES ITS INTENDED MOTIVE(S). THE HIGHER THE COOLNESS, THE FASTER THE MOTIVE SATISFACTION, AND THE LESS TIME YOU HAVE TO SPEND INTERACTING WITH THE OBJECT.

MOST OBJECTS HAVE A SPECIFIC MOTIVE OR MOTIVES ASSIGNED TO THEM. BEDS, FOR INSTANCE, SATISFY BOTH ENERGY AND COMFORT WHILE A COUCH PROVIDES ONLY COMFORT (IF SAT ON) OR ENERGY (IF SLEPT ON).

COOLNESS ALSO AFFECTS YOUR HOME'S OVERALL ROOM SCORE. THE GREATER THE COOLNESS OF THE OBJECTS IN YOUR HOUSE, THE FASTER THE ROOM MOTIVE REPLENISHES.

AS A GENERAL RULE, THE HIGHER THE COOLNESS, THE HIGHER THE PRICE. MONEY CAN, THEREFORE, BUY HAPPINESS.

OBJECT	TYPE	PRICE	COOLNESS	MOTIVE	SKILL	RARITY	NOTE
ESPRESSO, GAGMIA SIMORE	APPLIANCE	\$350	3	ENERGY	NONE	C	REQUIRES TABLE OR COUNTERTOP, LOWERS BLADDER MOTIVE
MICROWAVE, POSITIVE POTENTIAL	APPLIANCE	\$250	3	HUNGER	NONE	C	COSTS MONEY, REQUIRES TABLE OR COUNTERTOP
REFRIGERATOR, ARCTECHOLOGY	APPLIANCE	\$1,650	5	HUNGER	NONE	U	COSTS MONEY
REFRIGERATOR, SNO-TIME	APPLIANCE	\$525	3	HUNGER	NONE	C	COSTS MONEY
STOVE, DIALECTIC RANGE	APPLIANCE	\$440	2	HUNGER	NONE	C	COSTS MONEY
STOVE, EPICURIOUS GOURMET	APPLIANCE	\$1,730	4	HUNGER	NONE	C	COSTS MONEY
STOVE, PYROINFERNO ATOMBURNER	APPLIANCE	\$4,000	5	HUNGER	NONE	R	COSTS MONEY
TRASH COMPACTOR, JUNK GENIE	APPLIANCE	\$750	3	NONE	NONE	C	—
VENDING MACHINE	APPLIANCE	\$1,270	2	HUNGER	NONE	U	COSTS MONEY
AQUARIUM, MANILA-100 MARINE	DECORATIVE	\$335	2	FUN/ROOM	NONE	C	—
AQUARIUM, POSEIDON'S ADVENTURE	DECORATIVE	\$950	4	FUN/ROOM	NONE	C	—
BALL, PROGNOSIS FAMILY SIZED CRYSTAL	DECORATIVE	\$2,500	3	FUN/ROOM	NONE	R	—
HOUSEPLANT, POTTED JADE	DECORATIVE	\$160	3	FUN/ROOM	NONE	C	—
HOUSEPLANT, POTTED RUBBER	DECORATIVE	\$120	2	FUN/ROOM	NONE	C	—
MIRROR, BAROQUE	DECORATIVE	\$450	3	ROOM	CHARISMA	C	—
MIRROR, SHAKER FLOOR	DECORATIVE	\$650	3	ROOM	CHARISMA	C	—
TIKI HEAD, GIANT	DECORATIVE	\$1,300	4	FUN/ROOM	NONE	C	AVAIL. ONLY ON PARADISE ISLAND
VENUS FLYTRAP	DECORATIVE	\$1,190	4	FUN/ROOM	NONE	R	—
TROPICAL BIRDCAGE	DECORATIVE	\$650	4	FUN/ROOM	NONE	C	—
STATUE, ROMAN	DECORATIVE	\$500	4	FUN/ROOM	NONE	C	—

OBJECT	TYPE	PRICE	COOLNESS	MOTIVE	SKILL	RARITY	NOTE
SARCOPHAGUS	DECORATIVE	\$717	4	FUN/ROOM	NONE	U	-
SCULPTURE, MODERN	DECORATIVE	\$1,095	4	FUN/ROOM	NONE	C	-
PROP, LIFE-SIZE ALIEN	DECORATIVE	\$799	4	FUN/ROOM	NONE	C	-
FOUNTAIN, ZEN	DECORATIVE	\$700	4	FUN/ROOM	NONE	C	-
MANNEQUIN	DECORATIVE	\$399	3	FUN/ROOM	NONE	C	-
ARMOR, SUIT OF	DECORATIVE	\$915	4	FUN/ROOM	NONE	C	-
TROPHY CASE	DECORATIVE	\$750	4	FUN/ROOM	NONE	C	-
GUILLotine	DECORATIVE	\$950	4	FUN/ROOM	NONE	U	-
CHICKEN, CHAINSAW	DECORATIVE	\$180	2	FUN/ROOM	NONE	C	-
ZODIAC STATUE	DECORATIVE	\$1,000	5	FUN/ROOM	NONE	R	-
CASINO, PLUNKETT HOME	ELECTRONICS	\$499	3	FUN	NONE	C	COSTS MONEY
CASINO, VIVA LOST WAGES HOME	ELECTRONICS	\$899	4	FUN	NONE	C	COSTS MONEY
COMPUTER, BRAHMA 5000 HYPER-MEDIA BEHEMOTH	ELECTRONICS	\$2,500	5	FUN	LOGIC	C	-
COMPUTER, MONEYWELL BSC-100	ELECTRONICS	\$550	3	FUN	LOGIC	C	-
PINBALL MACHINE, NEWTON'S APPLE	ELECTRONICS	\$1,800	4	FUN	NONE	C	-
SMOKE DETECTOR, FIREBRAND	ELECTRONICS	\$450	1	NONE	NONE	C	AUTOMATICALLY CALLS FIRE DEPARTMENT
STEREO, DOOM VOX BOOM BOX	ELECTRONICS	\$650	2	FUN	NONE	C	-
STEREO, ZIMANTZ UNITY	ELECTRONICS	\$650	4	FUN	NONE	C	-
TELEVISION, MONOCHROME	ELECTRONICS	\$150	2	FUN	NONE	C	MUST TURN ON AND THEN WATCH
TELEVISION, SOMA CONSUMER ELECTRONICS PLASMA	ELECTRONICS	\$2,500	5	FUN	NONE	U	MUST TURN ON AND THEN WATCH
TELEVISION, TROTTCO RGB ULTRA	ELECTRONICS	\$500	3	FUN	NONE	C	MUST TURN ON AND THEN WATCH
TESLA COIL, ELECTRIX TECHNIKS	ELECTRONICS	\$1,400	5	NONE	MECHANICAL	R	-
ARCADE GAME	ELECTRONICS	\$1,250	4	FUN	NONE	U	-
BURGLAR ALARM, JESSE JAMES BE PLACED ON WALL	ELECTRONICS	\$650	1	NONE	NONE	C	PREVENTS BURGLARY HOUSE-WIDE, MUST
ROBOT MONKEY BUTLER	ELECTRONICS	\$3,999	1	NONE	NONE	R	CLEANS LIKE MAID BUT FOR ONE-TIME FEE
BED, DENIZEN CANE BAMBOO	FURNITURE	\$900	4	ENERGY/COMFORT	NONE	C	AVAIL ONLY ON PARADISE ISLAND
BED, AMBERSON'S MAGNIFICENT SLEIGH	FURNITURE	\$750	3	ENERGY/COMFORT	NONE	C	-
BED, AMBERSON'S MAGNIFICENT SLEIGH DOUBLE	FURNITURE	\$1,400	5	ENERGY/COMFORT	NONE	U	-
BED, SPARTAN SPECIAL	FURNITURE	\$275	1	ENERGY/COMFORT	NONE	C	-
BED, TYKE NYTE	FURNITURE	\$550	2	ENERGY/COMFORT	NONE	C	-
CHAIR, DENIZEN CANE BAMBOO	FURNITURE	\$650	4	COMFORT	NONE	C	AVAIL ONLY ON PARADISE ISLAND
CHAIR, COUNTRY CLASS	FURNITURE	\$150	3	COMFORT	NONE	C	-
CHAIR, WORK-BUNST ALL PURPOSE	FURNITURE	\$80	1	COMFORT	NONE	C	-
CHAIR, RECLINER, BACK SLACK	FURNITURE	\$250	4	COMFORT	NONE	C	-
CHAIR, RECLINER, DENIZEN CANE BAMBOO	FURNITURE	\$750	4	COMFORT	NONE	C	AVAIL ONLY ON PARADISE ISLAND
CHAIR, RECLINER, PLAID	FURNITURE	\$700	4	COMFORT	NONE	C	-
CHAIR, RECLINER, ZEBRA	FURNITURE	\$610	4	COMFORT	NONE	C	-
COUCH, BIKER	FURNITURE	\$50	1	COMFORT OR ENERGY	NONE	C	-
COUCH, CHEAP EAZZZE	FURNITURE	\$180	2	COMFORT OR ENERGY	NONE	C	-
COUCH, COUNTRY CLASS	FURNITURE	\$450	3	COMFORT OR ENERGY	NONE	C	-
COUCH, THE WALLY WHITMAN REPOSE	FURNITURE	\$1,100	5	COMFORT OR ENERGY	NONE	C	-
COUCH, ZEBRA FAUX-FUR	FURNITURE	\$820	4	COMFORT OR ENERGY	NONE	C	-
COUNTERTOP, STERILIFE BATHROOM	FURNITURE	\$50	1	NONE	NONE	C	-
COUNTERTOP, STERILIFE BATHROOM WITH SINK	FURNITURE	\$150	3	NONE	NONE	C	-
COUNTERTOP, TILED	FURNITURE	\$800	1	NONE	NONE	C	-
COUNTERTOP, TILED WITH SINK	FURNITURE	\$180	3	NONE	NONE	C	-
COUNTERTOP, DTS WOOD	FURNITURE	\$100	1	NONE	NONE	C	-
COUNTERTOP, DTS WOOD WITH SINK	FURNITURE	\$200	3	NONE	NONE	C	-
DRESSER, PINEGULCHER	FURNITURE	\$175	1	NONE	NONE	C	-
LOVE SEAT, AMOROUS INC.	FURNITURE	\$620	4	COMFORT	NONE	U	-
TABLE, ANYWHERE END	FURNITURE	\$45	1	NONE	NONE	C	-
TABLE, ALUMINUM CARD	FURNITURE	\$115	1	NONE	NONE	C	-
TABLE, LONDON MESA DINING	FURNITURE	\$350	1	NONE	NONE	C	-
CHAIR, RECLINER, COMFY	FURNITURE	\$295	4	COMFORT	NONE	C	CAN'T USE AT TABLES
CHAIR, RECLINER, GIANT LEATHER	FURNITURE	\$595	5	COMFORT	NONE	C	CAN'T USE AT TABLES
CHAIR, RECLINER, ASTROLOGICAL	FURNITURE	\$2,000	3	COMFORT	NONE	R	CAN'T USE AT TABLES

OBJECT	TYPE	PRICE	COOLNESS	MOTIVE	SKILL	RARITY	NOTE
BALL, BUMPIN' BEACH	RECREATION	\$29	2	FUN	NONE	R	—
CHESSE BOARD, MAX MATEWELL'S PROFESSIONAL	RECREATION	\$375	4	FUN	LOGIC	C	—
EASEL KIT, DILLY TAUNT'S PORTABLE	RECREATION	\$290	3	FUN	CREATIVITY	C	CAN SELL PAINTINGS
FREE WEIGHT SET	RECREATION	\$325	3	NONE	BODY	C	—
GUITAR AND AMPLIFIER, OFFENDER	RECREATION	\$600	4	FUN	CREATIVITY	C	—
PUNCHING BAG, IRON MIGHT CANVAS	RECREATION	\$575	4	NONE	BODY	C	—
TELESCOPE, GALLEY LAYMAN BACKYARD	RECREATION	\$999	3	NONE	NONE	U	—
POTTERY WHEEL	RECREATION	\$380	3	NONE	CREATIVITY	C	—
DJ BOOTH	RECREATION	\$650	4	FUN	NONE	U	—
DISHWASHER, DISHDUSTER	UTILITIES	\$1,200	1	NONE	NONE	C	—
LAMP, TABLE, SPARTAN SPACE	UTILITIES	\$40	1	ROOM	NONE	C	MUST TURN ON TO AFFECT ROOM
LAMP, FLOOR, HEAVENLY HALOGEN	UTILITIES	\$65	1	ROOM	NONE	C	MUST TURN ON TO AFFECT ROOM
LAMP, FLOOR, TORCHESTERONE	UTILITIES	\$75	1	ROOM	NONE	C	MUST TURN ON TO AFFECT ROOM
SHOWER, THE SAVVY	UTILITIES	\$130	3	NONE	NONE	C	MUST TOUCH WALL
SHOWER, SANI QUEEN LUXURY	UTILITIES	\$1,500	5	HYGIENE	NONE	U	MUST TOUCH WALL
SINK, ANDERSONVILLE	UTILITIES	\$105	3	HYGIENE	NONE	C	—
TELEPHONE, HANGING SERVICES	UTILITIES	\$75	1	NONE	NONE	C	MUST TOUCH WALL, ONLY HOME PHONE CAN CALL
TOILET, HYGEIAOMATIC	UTILITIES	\$120	3	BLADDER	NONE	C	MUST TOUCH WALL
TOILET, PEE-K-BOO MFC.	UTILITIES	\$380	5	BLADDER	NONE	R	MUST TOUCH WALL
RUBBISH BIN	UTILITIES	\$30	1	NONE	NONE	C	—
COMIC BOOK	GIFT ITEMS	\$8	N/A	NONE	NONE	G	—
FLOWER BOUQUET	GIFT ITEMS	\$25	N/A	NONE	NONE	G	—
RED ROSE	GIFT ITEMS	\$12	N/A	NONE	NONE	G	—
OLDE SALTY ACTION FIGURE	GIFT ITEMS	\$15	N/A	NONE	NONE	G	—
BOX OF CHOCOLATES	GIFT ITEMS	\$22	N/A	NONE	NONE	G	—
GOLD RING	GIFT ITEMS	\$55	N/A	NONE	NONE	G	—
BOOK OF POETRY	GIFT ITEMS	\$19	N/A	NONE	NONE	G	—
JAILHOUSE TEDDY	GIFT ITEMS	\$32	N/A	NONE	NONE	G	—

How to Get Objects

OBJECTS ARE PRIMARILY BOUGHT AT STORES. THERE ARE ESSENTIALLY TWO KINDS OF STORES IN SIMVALLEY, FOOD AND MERCHANDISE.

Food Stores

FOOD STORES SELL ONLY ITEMS THAT CAN BE EATEN TO SATISFY HUNGER. WHEN YOU BUY THESE ITEMS, YOUR SIM CONSUMES THEM IMMEDIATELY; THEY DON'T GO IN YOUR INVENTORY FOR LATER. THUS, DON'T BUY FOOD UNLESS YOU'RE PRETTY HUNGRY.

GENERALLY, THE MORE EXPENSIVE THE FOOD, THE GREATER THE HUNGER SATISFACTION. THE ONLY EXCEPTION SEEMS TO BE THE DRINKS AT CLUB RUBB. THEY ARE OVERPRICED, BUT PROVIDE LITTLE SATISFACTION.



STORE-BOUGHT FOOD KEEPS YOU FED BUT AT RELATIVELY HIGH EXPENSE.

FOOD STORES ARE:

- * BURNING SPOKE
- * FISH-N-CHIPS STAND
- * DOCKSIDE DINER
- * COUNTRY CAFÉ
- * CLUB RUBB

Merchandise Stores

MERCHANDISE STORES CARRY MANY OF THE ITEMS IN THE PREVIOUS DIRECTORY. ON ANY GIVEN DAY, A STORE CARRIES ABOUT FOUR TO EIGHT ITEMS RANDOMLY SELECTED FROM THAT LIST. YOU MAY BUY ONE OF THE ITEMS FOR SALE OR SELL SOMETHING YOU HAVE IN YOUR POCKETS (IF THE STORE BUYS THAT SORT OF THING AND IT'S NOT A GAME-CRITICAL ITEM). SELLING PRICE IS ALWAYS SUBSTANTIALLY LESS THAN THE PURCHASE PRICE.



MERCHANDISE STORES LIKE CHEATUM AND HOWE'S CARRY THE THINGS YOU NEED TO FURNISH YOUR HOME.

MERCHANDISE STORES ARE:

- * **GENERAL STORE: SELLS MOST ITEMS (EXCEPT GIFTS), THOUGH FAVORING THE MIDDLE AND LOW END OF THE PRICE SPECTRUM.**
- * **CHEATUM AND HOWE'S: SELLS ITEMS IN ALL CATEGORIES (EXCEPT GIFTS), GENERALLY TILTING TOWARD HIGHER-PRICE ITEMS.**
- * **THE RIDDLE MACHINE (AKA GIUSEPPI'S VAN): OPEN ONLY AT NIGHT, SELLS HARD-TO-FIND ITEMS.**
- * **NICKI KNACK'S BRIC-A-BRAC: SELLS EXCLUSIVELY GIFT ITEMS.**
- * **PARADISE ISLAND EMPORIUM: SELLS ONLY ISLAND-THEMED ITEMS.**

Auction

AUCTIONS ARE HELD AT THE GENERAL STORE AND CHEATUM AND HOWE'S EVERY DAY FROM 5:00 TO 7:00 PM. IF YOU INTERACT WITH THE SHOP-KEEPER DURING THESE HOURS, YOU GO DIRECTLY INTO THE AUCTION SYSTEM.

YOU BEGIN BY CHOOSING WHICH ITEM TO AUCTION. THEN YOU AND THREE RANDOMLY SELECTED NPCs DUKE IT OUT FOR THE ITEM, RAISING AND LOWERING YOUR BIDS WITH THE D-PAD.

WHOEVER'S BID IS HIGHEST WHEN TIME RUNS OUT IS THE WINNER.

EVERY NPC HAS A WEALTH RATING FOR AUCTIONS THAT DICTATES HOW MUCH THEY'LL CONSIDER BIDDING. YOU'LL LIKELY GET A GOOD BARGAIN WITH THREE LOW-WEALTH SIMS, BUT YOU CAN PAY WAY ABOVE RETAIL WITH DADDY BIGBUCKS IN THE LINEUP. EACH SIM'S WEALTH LEVEL IS SHOWN IN "NON-PLAYER CHARACTERS: YOUR FELLOW SIMVALLEY DENIZENS."



AUCTIONS CAN BE A BARGAIN, BUT ONLY IF THE SIMS YOU'RE COMPETING WITH AREN'T RICH.

Game Boy to Game Boy Auctions

AS DESCRIBED IN YOUR GAME MANUAL, MULTIPLE PLAYERS CAN HOLD THEIR OWN AUCTIONS VIA GBA LINK CABLE.

USING THE COMPUTER IN THE LIBRARY, EACH PLAYER LOGS INTO THE AUCTION. THE FIRST PLAYER TO SELECT AN ITEM FROM INVENTORY GETS TO PUT HIS OR HER ITEM ON THE BLOCK.

THE ONLY WAY TO COLLECT THE VARIOUS ZODIAC OBJECTS IS TO ACQUIRE THEM FROM OTHER PLAYERS VIA AUCTION. AUCTIONS ARE ALSO A WAY TO GET HARD-TO-FIND ITEMS IF YOU KNOW SOMEONE WHO'S WILLING TO PART WITH THEM.



ONCE YOU ESTABLISH A LINK BETWEEN GBAs, ALL PLAYERS MUST GO TO THE LIBRARY AND INTERACT WITH THE COMPUTER TO START AN AUCTION.

Object Loss

OBJECTS CAN BE LOST IN TWO WAYS.

- * **REPOSSESSION: IF YOU ARE JAILED FOR NONPAYMENT OF BILLS AND HAVE NO MONEY TO PAY THEM, YOU CAN GET IMMEDIATE RELEASE BY DECLARING BANKRUPTCY. THE COST OF THIS EXTREME SOLUTION IS THE REPOSSESSION OF A RANDOM ITEM FROM YOUR HOME.**
- * **THEFT: UNTIL HE'S JAILED IN LEVEL 5, THE TOWN THIEF GIUSEPPI STEALS THINGS FROM YOUR HOME. EACH TIME YOU ENTER YOUR HOUSE, THERE'S A RANDOM CHANCE THAT AN ITEM WILL BE MISSING. THE CHANCE IS BASED ON YOUR RELATIONSHIP WITH GIUSEPPI—THE HIGHER YOUR RELATIONSHIP SCORE WITH HIM, THE LOWER THE CHANCE OF A THEFT. THE ONLY WAY TO AVOID THEFT ENTIRELY, IS TO PURCHASE A BURGLAR ALARM AND MOUNT IT ON ANY WALL IN YOUR HOUSE.**

Pets

PETS ARE A SPECIAL KIND OF ITEM THAT CAN BE PURCHASED AND RETURNED ONLY TO THE PET PALS ANIMAL SHELTER.

PETS CAN BE PUT IN YOUR POCKET LIKE ANY OTHER OBJECT AND PLACED IN YOUR HOME. ONCE INSTALLED THERE, THEY WANDER ABOUT FREELY.

YOU MAY OWN ONLY ONE PET AT A TIME, AND PETS CAN BE RETURNED TO THE SHELTER, THOUGH YOU DON'T GET ANY OF YOUR MONEY BACK.



HAVING PETS CAN BE VERY REWARDING BUT REQUIRES ADDITIONAL RESPONSIBILITY.

THERE ARE SEVERAL KINDS OF PETS, VARYING IN PRICE.

- * **DOGS: MANY COLORS AND KINDS**
- * **CATS: MANY COLORS AND KINDS**
- * **RARE: VERY EXPENSIVE AND HARD TO GET (MINIATURE LLAMA AND IGUANA)**

A ROAMING PET CAN BE PETTED BY INTERACTING WITH IT. THIS RAISES YOUR FUN AND COMFORT. MORE EXPENSIVE PETS CAN ALSO BE PLAYED WITH, RESULTING IN FASTER FUN SATISFACTION.

Care of Pets

PETS REQUIRE FREQUENT PETTING OR THEY DEVELOP BLADDER ISSUES. IF YOU FIND PUDDLES AROUND YOUR HOME AND THEY'RE NOT YOURS, YOU'RE NOT GIVING YOUR PET ENOUGH ATTENTION.

TO RESTORE YOUR PET'S WELL-BEING, PET IT FOR A WHILE AND FOLLOW UP ON SUBSEQUENT DAYS.

MISSION WALKTHROUGHS

Level 1: The Barn

THE OBJECTIVES UNDER THIS FIRST LEVEL ARE SEQUENTIAL; FINISHING ONE UNLOCKS THE NEXT. UNLIKE ALL SUBSEQUENT LEVELS, THERE IS NO MISSION 6 (THE MOVING MISSION) SINCE YOU'LL BE IN THE BARN FOR THE NEXT LEVEL TOO.



Mission 1: Meet Uncle Hayseed

Your first order of business after being dropped off at the farm is get to know your host, Uncle Hayseed.

- * **Befriend Your Uncle:** Engage Hayseed in conversation, stressing Jokes and avoiding Compliments. Be gracious and courteous and you can easily boost your relationship to 30. When that threshold is reached, the objective is done.
- * **Give Uncle Family Photo Album:** During the conversation, pick "I've got something for you!" The only thing in your pocket is the Photo Album, so hand it over. This helps your relationship and satisfies the objective.

Mission 2: Welcome to SimValley

Next, you have a chance to get to know the farmhouse and learn a few basic motive management methods. Talk to Uncle Hayseed.

- * **Find Something to Eat:** Look in the Refrigerator for a snack. You don't get much Hunger satisfaction out of this nibble, but it's enough to keep you going and fulfill the objective. Don't try to prepare a meal on the Stove. Without some Cooking skill, you'll certainly start a fire.
- * **Take a Nap:** That Couch looks pretty sweet. Select it and choose to Sleep. You can wait until you're fully rested or press (B) to end the nap any time.
- * **Take a Shower:** Go to the Shower and hop in.

Mission 3: Inherit the Barn

Next, you get to move into a place of your own. West of the farmhouse is the barn; you can place all your stuff upstairs. The door on the first floor leads to the bathroom that contains only a Toilet. First, however, you have to get some stuff to move.

Start by talking to Uncle Hayseed.

Follow Hayseed's instructions and go through his house, out the backdoor, and collect his unneeded stuff in your pocket.



ALL HAYSEED'S OLD STUFF IS STREWN AROUND THE BACKYARD.

- * Chainsaw Chicken
- * TV
- * Refrigerator
- * Couch
- * Bed



THE STAIRS LEAD UP TO YOUR LIVING AREA. THE DOOR IN THE WALL IS WHERE YOU FIND THE TOILET.

When you have it all, take it to the barn and go upstairs.

- * **Decorate the Barn with the Wood Chicken:** Place the chicken statue anywhere you like.
- * **Bring Uncle's Broken TV to the Barn:** Place the TV anywhere.
- * **Bring Uncle's Broken Fridge to the Barn:** Place the Refrigerator anywhere.
- * **Move the Old Couch into the Barn:** Place the Couch anywhere.
- * **Move the Bed into the Barn:** Place the Bed anywhere.

When you're done with all objectives, talk to Uncle Hayseed.



PUT THE TOILET IN YOUR POCKET AND MOVE IT TO THE LOFT UPSTAIRS WITH THE REST OF YOUR STUFF.

Mission 4: Farmhand Blues

Time now for a little skill acquisition. This mission introduces you to skills and how they're acquired. Do the Tractor objective first to gain some Mechanical proficiency, or your Sim's lack of handiness will make fixing the appliances a shocking experience.

Talk to Uncle Hayseed to begin.

* Tune up the Tractor:

Locate the Tractor south of the farm house front door and select it.

Choose "Tune Up"

to tune the old monster. Doing it once completes the objective, but you'd do well to

repeat the process. This takes time, but it earns you 2 full points of Mechanical skill.

* Fix the Old Refrigerator: Head up to your loft and select the fridge. Choose "Repair" and get the old icebox running again.

* Fix the Old Television: Do the same for the TV.



TUNING UP THE TRACTOR TWICE GETS YOU 2 MECHANICAL SKILL POINTS.



MOWER MADNESS CAN BE FOUND JUST OUTSIDE HAYSEED'S HOUSE.



ALWAYS SAVE BEFORE ENTERING A MINIGAME. SINCE YOU CAN ONLY PLAY EACH ONCE PER DAY, YOU WANT TO BE ABLE TO GO BACK AND TRY AGAIN IF YOU AREN'T HAPPY WITH YOUR SCORE.

* Mow the Lawn: Parked next to the farmhouse is the Lawnmower (near a signpost marked with a "\$"). Select the sign to play Mower Madness. Merely playing the game (regardless of score) is enough to satisfy this objective.

* Get a Promotion: You can do both of these objectives at once if you perform well the first time. To get promoted you must have 1 Mechanical skill point and score 50 points. Avoid the flowers; they subtract Simoleons from your score.

When both objectives are done, check in with Uncle Hayseed.

NOTES

WHEN YOU BEGIN REPAIRING AN OBJECT, A PROGRESS BAR APPEARS ABOVE YOUR SIM'S HEAD. THIS SHOWS THE PROGRESS OF THE REPAIR (NOT ANY ACQUISITION OF MECHANICAL SKILL).

When you've done all objectives, talk to Uncle Hayseed.

Mission 5: Earn Some Simoleons

Your primary source of income in *The Sims: Bustin' Out for the Game Boy Advance* is from the eight job minigames. This mission introduces you to the first, Mower Madness.

You also witness how to get promoted in these jobs. It's a combination of level in one or two skills and your score in the minigames. Keep these requirements in mind when you take on these jobs.

To receive this mission, talk to Uncle Hayseed.

Level 2: The Barn Redux



This level takes you outside the farm and into a bit of the town of SimValley. Again, the six missions are unlocked sequentially, ending in your first big move to a true room of your own. Along the way, you also gain motorized transportation and learn more about the world you're inhabiting.



YOU CAN COLLECT CERTAIN OBJECTS AND SELL THEM TO MAKE EXTRA MONEY. THESE INCLUDE GLASS JARS, MECHANICAL COGS, AND NUCLEAR FUEL RODS. THE MOST IMPORTANT (THOUGH NOT THE MOST LUCRATIVE) ARE THE ALUMINUM CANS SINCE THEY FACTOR INTO TWO MISSION OBJECTIVES (ONE NOW AND ONE IN LEVEL 5).

SAVE ALUMINUM CANS AND DO NOT SELL THEM UNLESS AN OBJECTIVE TELLS YOU TO. YOU NEED 30 OF THEM FOR LEVEL 5 MISSION 1, SO COLLECT THEM AVIDLY AND HOLD ONTO THE REQUISITE NUMBER. BEYOND 30, YOU CAN SELL THEM.

Mission 1: Escape of the Chickens

Collecting stuff is important to your life in SimValley, even when the stuff in question is running away from you. It may seem like pocketing chickens won't have any future application, but it does.

Talk to Uncle Hayseed.

- * **Bring Eight Chickens to Your Uncle:** Look around the farm and the town for eight runaway chickens. Pocket them by getting close, pressing **(A)**, and selecting "Put in Pocket." When your inventory fills, bring them to your uncle and select "I've got something for you" to transfer them. Chickens can be found (1) on the barn stairs, (2) in the back room on the first floor of the barn, (3) in Hayseed's front yard, (4) in the trees across the street from the farm, (5) in the alley behind the Burning Spoke biker bar, (6) in the bathroom of the Burning Spoke, (7) in the vacant lot across the street from the General Store, (8) in the parking lot of the General Store.
- * **Find Detective Dan:** Check around and in the General Store for the trench coat-clad Detective Dan D. Mann. Chat with him about the chicken situation to fulfill the objective.

When both are done, track down and talk to Uncle Hayseed.

Mission 2: Shopping Time

Your next life lesson is in the buying and selling of goods. Talk to Uncle Hayseed to learn what to do next.

- * **Sell the Old Couch to the Bartender:** Go into your barn and put the Couch in your pocket. Next, jog to the Burning Spoke biker bar and interact with the bartender. Select your Couch and sell it for whatever he offers.
- * **Buy a Shower:** Stroll to the General Store and buy a Savvy Shower. You may not have enough Simoleons, and that means another shift of Mower Madness.
- * **Place the Shower in the Barn:** Return to the barn and place the Shower anywhere.

When the Shower's installed, check with Uncle Hayseed. He advises you to find Detective Dan again.

Mission 3: Serve the Public

Next on your agenda is learning about socializing and auctions. The former can be done anytime while the latter can be done at any goods store (General Store and Cheatum and Howe's) from 5:00-7:00 pm, every day.

Find Detective Dan in or near the General Store and have a little heart-to-heart.

- * **Become Pals with Nora:** Locate Nora Zeal-Ott. She is usually in or near the General Store or the Burning Spoke. Use lots of Compliments on her and get to a relationship score of 10.



NORA CAN USUALLY BE FOUND NEAR THE GENERAL STORE.

- * **Attend General Store Auction:** Go to the General Store between 5:00 and 7:00 pm and participate in an auction. You don't have to win the auction to finish the objective.

Tell Detective Dan what you found out about the auctions.

Mission 4: Clear the Roadblock

Talk to Uncle Hayseed, and he tells you about a new problem with a bunch of bikers who've blocked the road out of town. He asks you to get them to move. Lucky you. Find one of the bikers.

Locate Dusty Hogg near or in the Burning Spoke. Chat with him to receive your new objectives; they all involve ingratiating yourself to Mr. Hogg.

- * **Calm Dusty Hogg:** Build a relationship with the head biker by gaining a relationship score of 25 or more. You can be tough with Dusty; he likes it when you boast or talk big.
- * **Return Dusty Hogg's Missing Helmet:** The Helmet is in the vacant lot across from the General Store. Pocket it and give it to Hogg. Do this objective first since giving the Helmet to Hogg earns you relationship points that help in the other objective.
- * **Fix Dusty Hogg's Bike:** Approach and select Hogg's Motorcycle, then select "Repair." With your Mechanical skill, you should have it running in no time.

When you're finished, talk to Dusty Hogg.



DUSTY HOGG'S HELMET IS BRIGHT RED AND FOUND ACROSS THE STREET FROM THE GENERAL STORE.

Mission 5: Get Some Wheels

This mission unlocks gradually. The first objective must be done before you can see the rest. You're introduced here to your second job minigame (Smoothie Slider) and another way of earning money—collecting and selling junk.

Initiate the mission by talking to Dusty Hogg.

- * **Tend Bar at the Burning Spoke:** Go to the job sign behind the bar at the Burning Spoke to enter your first round of Smoothie Slider. All you have to do is play to complete this objective.



THE SIGN FOR SMOOTHIE SLIDER IS RIGHT BEHIND THE BAR.

Check in with Dusty Hogg to get the rest of the objectives.

- * **Paint Dusty Hogg's Bike:** Select Hogg's Motorcycle and select "Repaint."
- * **Collect Five Aluminum Cans:** Search the streets and locations for five Aluminum Cans and pick them up by pressing (A). It may take extensive searching so be patient.
- * **Bring Cans to VirtuChem:** Check the map (in the "Overview" section) to find VirtuChem, and hoof it down there between 8:00 pm and 8:00 am. Talk to the Lab Technician and give her your five cans.

When all these errands are complete, talk to Dusty Hogg. He bequeaths to you his old Scooter; it's parked outside your barn. Paint it any color you like.

Mission 6: Movin' Out

Your first big move—your Sim is growing up so fast. Have a chat with Uncle Hayseed, who briefs you on the ins and outs of moving.

* *Get Help from Giuseppe Mezzalto:* Find the shady fellow and enlist his help for your move. He's probably manning his van near the boat docks from 9:00 pm to



TRACK DOWN GIUSEPPI TO GET HELP WITH YOUR BIG MOVE.

4:00 am or in the alley by the Burning Spoke from 6:00 pm to 8:00 pm. He can't help you until you finish the other objectives, but you can complete the objective by discussing moving with him.

* *Make One Friend:* You need a relationship score of at least 50 with at least one Sim. This can include your uncle since you already have a good head start with him.

* *Give \$500 for Rent to Your Uncle:* Once you have \$500 in your pocket, you can give it to Uncle Hayseed by conversing with him.

* *Earn a Second Job Promotion:* Before you can move on you must reach Level 2 in Smoothie Slider or Level 3 in Mower Madness.

When all the objectives (or at least all but the first) have been finished, seek out Giuseppe and tell him you're ready to move. The next thing you know, all your stuff is crated up and moved to the Clock Tower, your Scooter is parked outside, and you're standing on the steps of a hip, new address.

Level 3: The Clock Tower

From here on out, you have access to all but a few locations in SimValley and an efficient mode of transportation. You find a better one soon, but get comfortable riding that Scooter. Here you find two more jobs, find places to work on all your skills, and reopen a SimCity institution, Club Rubb.

Except for the final mission (which requires all other missions be done first), you can do these missions in any order you please.



DON'T FORGET TO RETURN THE CRATE.



SINCE YOU CAN DO THEM IN ANY ORDER, DO MISSION 5 FIRST. OPENING THE STEAM TUNNELS GIVES YOU A FAST WAY AROUND TOWN AND SPEEDS UP ALL THE OTHER MISSIONS.

Mission 1: Score a Fishing Job

Seek out Olde Salty (he's found mostly during the day, near the Fish-n-Chips shop) and look for work. He doesn't hire you, but he tells you how to get a job fishing.

* *Impress the Fisherman:* Find O. Phil McClean (on the boat docks during the day) and befriend him to a relationship score of 40. It's not easy; try lots of compliments.

* *Earn Mechanical 2:* If you haven't done so already, go work on Uncle Hayseed's Tractor a second time.

* *Buy a Fishing Pole:* Go to the General Store and buy a Fishing Pole. You need \$105 to get it.

* *Buy a Good Fishing Book:* Go to Nicki Knacks' Bric-A-Brac and buy a copy of "Fishing for Fun or Profit."

Talk to O. Phil McClean again, and he unlocks the game, Bait Flinger.



BAIT FLINGER CAN BE ACCESSED HERE OR NEAR THE FISH-N-CHIPS STAND.

Mission 2: The Raging Chicken Competition

Track down the sourpuss Vernon Peeve and listen to him complain about the Gym. It's up to you to prove

you can do what he can't and find the best way to gain Body skill points.

- * **Impress Eddie Renalin:** Talk to this bodybuilder and work your relationship score up to 40. You can usually find him at the Fitness Center.
- * **Pay Membership Fee of \$200:** Talk to Eddie to pay the membership fee. If you don't have it, earn it and come back to find Eddie. This gets you access to the upper floor of the Fitness Center.
- * **Earn Body 2:** In the downstairs Gym, use the Punching Bags. In the upstairs Gym, use either the Free Weights or the Treadmills to gain 2 Body skill points.

Talk to Eddie Renalin again to unlock the job minigame, Powerlifter. The sign for it is on the second floor of the Fitness Center.



POWERLIFTER IS UPSTAIRS IN THE FITNESS CENTER.

Mission 3: Get Some Wheels

Trigger: Hester Primm

The librarian Hester Primm has problems, and you can fix them all.

- * **Destroy All 15 Bookworms:** Go to the Library during open hours and wander both floors to squash all the bookworms. Just get close to one to give it a squish.
- * **Get Three Books from Other Sims:** Go fetch the unreturned Library Books from three of these five naughty Sims: Misty Waters, Mad' Willy Hurtzya, Nicki Knack, Daddy Bigbucks, and Claire Clutterbell.
- * **Return the Three Books to Hester:** Find Hester again and give her any three of the missing Books. If you later find the other two, you can present them to her as gifts for a boost in the relationship score.

- * **Learn Cooking:** Find the cooking section of the Library (upper floor) and read a book to gain 1 point of Cooking skill.



When you've done everything, talk to Hester and she'll reopen the Library for good.

STEP ON ALL THE BOOKWORMS TO MAKE THE LIBRARY SAFE AGAIN.

Mission 4: The Rise of Club Rubb

Trigger: Bucki Brock

Meet up with Bucki the bull rider and learn about the sad history of Club Rubb. Volunteer to reopen it, and she tells you what you need to do.

- * **Get Permission from the Original Owner:** Find Maximilian Moore and talk to him about the club. He's found during the day in or near the Hospital.
- * **Befriend the Cop Who Closed the Club:** Find the only cop you know, Detective Dan, and develop your relationship to 30.
- * **Pay \$1,000 in Back Taxes:** Pay Detective Dan the \$1,000 that the club owes.
- * **Distribute 10 Flyers to Other Sims:** Buy 10 flyers at the Bric-A-Brac shop and give them to any 10 Sims.

After you've completed your tasks, go see Detective Dan, and he agrees to open the Club Rubb.

Mission 5: Deep Dark Secrets

Find Giuseppe, and he tells you about a better way to get around town.

- * **Acquire a Crowbar:** Go to Uncle Hayseed and ask him for a Crowbar.
- * **Find the City Blueprints:** In your house in the Clock Tower, look for a trapdoor at the base of the stairs. Open it and climb down to find the Blueprints on the floor. Note, this trapdoor is not visible until you unlock this mission.

* **Lower the Maintenance Ladders:** With the Crowbar in your pocket, go to the street outside the Country Café. Touch the manhole marked by the red arrow. Walk right and step on the black switch on the ground to lower the ladder. The construction barriers don't come down until you complete the mission.



NEVER NOTICED THAT BEFORE. THIS TRAPDOOR LEADS TO THE BLUEPRINTS.

* **Give Blueprints to Giuseppe:** Once you have the Blueprints, find Giuseppe again and give them to him.

Giving the Blueprints to Giuseppe wraps up this important mission.



ONCE YOU HAVE THE CROWBAR, COME HERE AND LOWER THE NOW-ACCESSIBLE LADDERS DOWN TO THE STEAM TUNNELS.

Mission 6: Movin' Out

Track down Nicki Knack, and she tells you about the beautiful beachside house she has for rent. Sound good? Just do what she asks and you can move right in.

* **Make Four Friends:** If you don't already have four Sims with greater than 50 relationship score, you must make some more friends to move on.

* **Earn \$3,000 for Rent:** When you have the money, seek out Nicki and give her the cash.

* **Earn Two Promotions:** Get to Level 2 in both Bait Flinger and Powerlifter or Level 3 in either one.

When all tasks are done, go find Giuseppe and get him to move your belongings.

Level 4: The Simple House

You're on your way up in the world. In this level, your goals center on bettering yourself and preparing for life as an actual homeowner. Are you ready?

Mission 1: Experience the Paranormal

Trigger: Claire Clutterbell

Want to meet SimValley's own ghost? Now's your chance. The only way to get to the Haunted Shack is via the Steam Tunnels, so get comfortable using them. See the map in the "Overview" section.

Locate Claire Clutterbell, and she tells you her ghost story. She needs you to help the spirit.

* **Pick the Rusty Lock:** Find the Haunted Shack and select the locked gate to the porch. You must have at least Mechanical 3, and the higher your Mechanical skill, the faster you can accomplish this.



THE GHOST'S URN IS IN THE STEAM TUNNELS ONCE YOU GET THIS MISSION.

* **Find a Ghostly Gift:** Once you get this mission, the ghost's ashes appear in an Urn in the Steam Tunnels. Nab it on the way to the Haunted Shack and give it to the ghost when you talk to him.

* **Learn "Crazy Talk":** You can only understand the ghost if you've elevated your Logic skill to 4. Time to hit the Library.

* **Answer the Ghost's Riddles:** Save before talking to the ghost just in case you answer wrong. For those who want to take no chances, the answers are (1) two, (2) Banana, (3) eleven, (4) H, and (5) a

glove. If you get one wrong, you'll pass out and awaken in the Hospital.



ONCE YOU FINISH WITH THE GHOST, A TRAP DOOR APPEARS IN HIS FRONT YARD. LOOT THE CELLAR AND COLLECT HIS GOODIES FOR YOUR HOME OR SELL THEM TO A STORE.

When you've finished with the ghost, go outside and check out his secret cellar before talking to Claire to report your success.

Mission 2: Art for Art's Sake

Trigger: Daschell Swank

Chat up Daschell Swank about the local art scene to get your next mission. Seems high time to cultivate a little of your hidden Creativity.

- * *Navigate the Maze to "Lover's Leap": Consult the map in the "Overview" section to find your way through the maze to the spot marked "Lover's Leap."*
- * *Paint a Beautiful Seascape: Select the Easel and paint until you achieve Creativity skill level 4. Next, paint one more time. When you reach Creativity 5, select the finished painting and choose "Frame Your Creation." The "Object D'Arte" appears in your inventory.*
- * *Sell Your Masterpiece to Daschell: Corner Daschell and give the Object D'Arte to him. Ask the maximum price to get a cool \$5,000 for your trouble.*

Selling your painting concludes this mission.

Mission 3: Rock Star!

Trigger: Mel Odious

Do you love the nightlife? Like to boogey? Wanna make a little music? Then joining a band is right up your alley. To do it, you must make yourself cool and impress the cynical Vera Vex.

Start by talking to Mel Odious. Take inspiration from his tale of woe and embark on your dream of musical stardom.



GET YOUR GUITAR OUT OF THE BACK OF GIUSEPPPI'S VAN, BUT DON'T TELL ANYONE WHERE YOU GOT IT.

- * *Find a Place to Jam: Talk to Uncle Hayseed and get your relationship up to 70. Ask him if you can use the barn for band practice. If you two are cozy enough, he'll say yes.*
- * *Get Noticed: You must have a popularity of at least 25. Popularity is the average of all relationship scores for every Sim you've met.*
- * *Develop a Look: Raise your Creative skill to 3 and your Charisma to 2.*
- * *Acquire One Cool Guitar: Find Giuseppi and ask him where you can find a guitar. He suggests checking the back of his van. Visit the van during "business hours" to buy your guitar (\$450).*
- * *Impress the Local Band Leader: Charm Vera Vex to a relationship score of 50.*

Visit Vera Vex and tell her everything's prepared for the first big gig. This unlocks the Jam Session job minigame: it's available in Club Rubb.

Mission 4: Pizza Pandemonium

Trigger: Lottie Cash

If you meet up with Lottie Cash, she'll regale you with her interest in a show called Pizza Pandemonium. She needs you to get on the show.

- * *Befriend the Cook: Find Chet R. Chase in the Dockside Diner and charm him up to a relationship score of 60.*
- * *Prove Your Worth: Earn Cooking skill of 5 by reading in the Library.*
- * *Pay the Show Entry Fee: Pay \$2,500 to Lottie for your show entry fee.*

Talk to Lottie again and tell her you're on the show. This unlocks the Pizza Pandemonium job minigame in the Dockside Diner.

Mission 5: Champion of the Simverse

Trigger: Daddy Bigbucks

Meet up with Daddy Bigbucks, and he tells you about this competition of brawn. Before beginning any of the objectives, elevate your Body skill up to 6 by working out in the Fitness Center or reading in the Library.

- * **Catch the Veloci-Rooster:** Once you have 6 Body points and this objective's been assigned, the Veloci-Rooster can't hurt you anymore. In fact, to you, he's like any other chicken and can be put in your pocket. Catch the speedy bird and press (A) to put him away. You can give him to Detective Dan as a gift, but it's not required for the objective. Finding the Veloci-Rooster is the hard part: he appears randomly on the map.



FIND WILLIE IN THE RING OF THE FITNESS CENTER AND PUNCH HIM OUT.

- * **Beat Bull Riding Record:** Bull riding takes strength; that's why you need at least 6 Body points to fulfill this objective. It also drains Energy, so you must be fully rested when you begin if you want to break the record. Take a nap on the Couch in the Hospital before trying your hand at the record.
- * **Knock Out "Mad" Willie Hurtzya:** Go to the Fitness Center to find Willie in the boxing ring. If you have at least 6 Body points, you knock him out quickly. Face him and press (A) repeatedly to K.O. the center's champ.

Report back to Daddy Bigbucks to claim your prize (\$1,000) and complete the mission.

Mission 6: Moving Out

Trigger: Daddy Bigbucks

- * **Eight Friends:** Have eight Sims with a relationship score of 50 or higher.
- * **\$10,000 Down payment:** Pay \$10,000 to Daddy Bigbucks to hold the Imperial Estates as your new home.
- * **Earn Three Job Promotions:** Get to Level 3 in either Jam Session or Pizza Pandemonium and Level 2 in the other, or work on just one of the two to get to Level 4.

Level 5: The Manor

The big house is yours, but you still have things to do and a sneaking suspicion that something even more fantastic awaits. This final level lets you find out why you're so special.

You can do the missions on this level in any order, but there's a trick. Missions 2 and 3 have objectives that require you to get two Sims to hate you (relationship -50); this kills your popularity. Unfortunately, Missions 1 and 3 have objectives that require high popularity. Therefore, get your popularity up to 60 before doing either of the hatred objectives (Mission 2, Objective 2 and Mission 3, Objective 3).

Mission 1: A Monumental Accomplishment

Chat with Detective Dan about the mayor's plan to build statues out of Aluminum Cans. Can you lend a hand?

- * **Find Sculptor's Number:** Talk to the art aficionado in town, Daschell Swank, and ask him about a sculptor.
- * **Hire a Sculptor:** Once you have the number from Daschell, go to your home phone and call Services. On the list is "Sculptor." Your popularity must be at least 50, and you must have all the Aluminum Cans before the sculptor will accept.
- * **Collect 30 Aluminum Cans:** Amass 30 Aluminum Cans from around town. If you haven't been hoarding them all along, start now.
- * **Gain Popularity:** Your average popularity must be at least 50.

Talk to Detective Dan but don't be surprised if he's upset. The sculptor decided to make the statue of you instead.

Mission 2: The Loony Lemmings

Find Duane Doldrum and hear his sob story about not being able to find a secret cliff-diving group called "The Loony Lemmings."

- * **Find the Cliffs:** The location of the cliffs is blocked off by a barricade outside the Country Café. After you tick off Misty, the barricade is removed. Go there after you satisfy the second objective.



A BARRICADE BLOCKS THE PATH TO THE LOONY LEMMINGS' FAVORITE JUMP SITE UNTIL YOU SCARE OFF MISTY, THE LIFEGUARD.

- * **Pester the Lifeguard:** Misty Waters won't let any one near the cliffs. If you annoy her enough (relationship -50), she'll give up and let you have access to the cliffs. Do this only after satisfying the level's two popularity-based missions.

Talk to Misty one last time to access another job minigame, *Cliff Diver X*, at the diving cliffs.

Mission 3: Take over the Town!

The Mayor's chair can be yours thanks to a special election in which O. Phil McClean is the only candidate. To get in, you must run unopposed, be very popular, and, of course, raise a lot of money.

Begin the mission by talking to Nora Zeal-Ott.

- * **Give \$10,000 Fee to Nora:** Raise \$10,000 and pay the fee to your new campaign manager, Nora.
- * **Gain Popularity 60:** Average relationship score with all Sims you've met must be 60 or higher.
- * **Persuade O. Phil McClean to Drop Out:** Drive your relationship with O. Phil McClean into the ground by lowering your score with him to -50. If he thinks you're a dirty enough mudslinger, he'll know he doesn't stand a chance and he'll quit. Don't undertake this until you complete the two high-popularity objectives in this level.

Report your success to Nora, and the election is as good as yours.

Mission 4: Mystery of the Cosmos

Find the doctor, Maximilian Moore, and learn more about VirtuChem. To join the company, you need to get lucky, rich, and smart.



THE BACKROOM OF THE BARN HOLDS SOMETHING YOU HAVEN'T SEEN BEFORE, A TRAPDOOR THAT LEADS TO THE CELLAR AND A STASTLING DISCOVERY.

- * **Make a Significant Scientific Discovery:** Go to Uncle Hayseed's barn, go to the back room (where the Toilet was), and look for a trapdoor in the floor. In the basement, you find something of interest to science, a Rocket. Put it in your pocket.
- * **Get a Grand from Daddy Bigbucks:** Turn on the charm for Daddy Bigbucks and boost your relationship up to 80. At this point you can ask him to front you the \$10,000 for VirtuChem. You don't actually receive the money, but Bigbucks makes the necessary arrangements.
- * **Earn Logic 7:** Increase your Logic to 7 by reading Books in the Library.

Tell Maximilian about your success to access a new job minigame, *Petri Dish*. It's located inside VirtuChem.

NOTES

YOU MIGHT WANT TO ASK UNCLE HAYSEED ABOUT THAT ROCKET. IT'S VERY STRANGE INDEED.

Mission 5: Apprehend the Van Man

To stop things disappearing from your home and take one step closer to success, you need to get Giuseppi behind bars for his thieving ways. Talk to Vera about her missing guitar, and she tells you what to do.



TO SNAP A PICTURE OF GIUSEPPI IN UNCLE HAYSEED'S HOUSE, INTERACT WITH HIM AND PICK "SMILE!"

CHEATS AND SECRETS

IN *THE SIMS BUSTIN' OUT* FOR GAME BOY ADVANCE, CHEATS COST MONEY, BUT THEY PROVIDE SHORTCUTS TO SOMETIMES LENGTHY TASKS. THEY ARE, HOWEVER, SUITABLY DIFFICULT TO GET.

- * *Convince Detective Dan to Set up a Sting:* Elevate your relationship score with Detective Dan to 60, and he agrees to set up a trap for Giuseppe.
- * *Acquire the Camera:* Buy a Camera from the Bric-A-Brac shop (\$670).
- * *Get a Picture of the Crime:* Go into Uncle Hayseed's house and select Giuseppe to take a picture of him. Once you have the evidence, Detective Dan shows up and makes the arrest.

Tell Vera of your success. The good news is that, with SimValley's only criminal behind bars, there'll be no more robberies at your house.

Mission 6: Summer's End

When all five missions are complete (you've done the objectives and spoken with the correct people to close each mission), you get your final mission. It's a moving mission of sorts.

- * *Make 13 Friends:* You must have 13 Sims with a relationship score of 50 or more.
- * *Earn Three Promotions:* Get to Level 3 in both Petri Dish and Cliff Diver X or Level 4 in either.
- * *Repair Rocket:* Place the Rocket on the launching pad (the silver circle in the Imperial Estates back yard) and repair it.
- * *Move Rocket to Mansion:* If you didn't already take the Rocket from the barn, do it now.

Once all mission objectives are done, go inside Imperial Estates to find Uncle Hayseed. He informs you of your next big move; it's a long one.

Step forward into the crowd and get a grand sendoff from the good people of SimValley as you embark on your next adventure.



PLACE THE ROCKET ON THE LAUNCHING PAD AND REPAIR IT.

The Cheat Ninja (Heidi Shadows)



HEIDI SHADOWS, THE CHEAT NINJA

For two hours a week, you can purchase cheats from Heidi Shadows, the Cheat Ninja. You must be in the right place at the right time, and that's no easy feat.

Heidi appears at the following times and places:

- * Southwest of Imperial Estates, Mondays 11:00 pm-midnight
- * Park Maze (see map), Fridays 3:00 am-4:00 am



HEIDI'S SHOP—NOBODY'S HOME.

CHEATS AND SECRETS



HEIDI IN THE PARK MAZE

The hard part of this is knowing what day of the week it is. The process is cumbersome but not difficult.

1. Press **SELECT** and save your game.
2. Press **SELECT** again and select "Save Game" from the menu (but don't save again).
3. Look at the save game file; it states the time and day of the last save. Unfortunately, the day is a number, not a day of the week.
4. Consult the following table for the correct day.

The game starts on a Monday, so that's day one. Mondays are, therefore, days 1, 8, 15, 22, etc. Fridays are 5, 12, 19, etc. For quick reference, see the following table.

Day Number to Day of the Week Translation

MONDAY	FRIDAY
1	5
8	12
15	19
22	26
29	33
36	40
43	47
50	54
57	61
64	68
71	75
78	82
85	89
92	96
99	103
106	110
113	117
120	124
127	131
134	138
141	145
148	152
155	159

Once you have the correct day, you must be in the correct place at the correct time. To find the right places, consult the map in the "Overview" section. For best results, be in running distance of the location at the appointed hour, save your game, and enter as the clock strikes the correct time.

When you find Heidi, you buy cheats from her like any shop. She sells:

- * Rosebud: Adds \$5,000
- * Slip of Paper: Contains a password ("Bucket") that might come in handy in, say, a sequel of some kind.
- * Silver Tongue Berry: Adds 1 Charisma point
- * Gourmet Berry: Adds 1 Cooking point
- * Clock Berry: Adds 1 Mechanical point
- * Buff Berry: Adds 1 Body point
- * Mind Berry: Adds 1 Logic point
- * DaVinci Berry: Adds 1 Creative point

Heidi's stock is replenished before every appearance.

Zodiac Items

When you choose a zodiac sign at the start of the game, you unlock two items unique to your chosen star sign: a zodiac recliner and a zodiac statue.



STEP ON THIS BUTTON TO FIND YOUR ZODIAC RECLINERS.

The recliner can be found by hitting a floor switch in the steam tunnels (see the map in the "Overview" section for the precise location). This switch transports you to a secret room containing two of this special item.

The statue can be found very rarely at the stores, and it costs a bundle. However, it fetches a nice price in a GBA Link auction and provides a hefty Room boost if you put it in your house.

NINTENDO GAMECUBE/ GAME BOY ADVANCE LINK

THERE ARE SEVERAL BONUSES IN STORE FOR PLAYERS OF *THE SIMS BUSTIN' OUT* FOR BOTH THE GAMECUBE AND THE GAME BOY ADVANCE. THE COMBINED POWER OF THESE TWO PLATFORMS ALLOWS YOU TO TRADE OBJECTS WITH OTHER PLAYERS, UNLOCK AN OTHERWISE UNAVAILABLE LOCATION ON THE GAME BOY ADVANCE, USE YOUR GAME BOY ADVANCE TO EARN MONEY FOR YOUR GAMECUBE SIM BY PLAYING THE EIGHT JOB

MINIGAMES, DOWNLOAD YOUR GAMECUBE SIM TO YOUR GAME BOY ADVANCE, AND DEVELOP SKILLS, MOTIVES, AND SIMOLEONS WHILE AWAY FROM YOUR GAMECUBE.

THE MANUALS THAT COME WITH YOUR GAME DETAIL THE MECHANICS OF THESE FEATURES. THIS SECTION GOES INTO GREATER DEPTH AND PROVIDES STEP-BY-STEP INSTRUCTIONS FOR MAKING THIS CRUCIAL CONNECTION.

Game Boy Advance to Game Boy Advance Links

With two or more Game Boy Advance versions of *The Sims Bustin' Out*, players can vastly expand their SimValley experience. First, however, you have to set up the link.



ALL PARTIES INTERACT WITH THE LIBRARY COMPUTER.

Start by connecting Link Cables to all Game Boy Advances and inserting a copy of *The Sims Bustin' Out* in each Game Boy Advance.

Load a saved game and get your Sim to the Library during business hours. To the Library, you must have advanced in the game at least to Level 3, Mission 3. Only players who can get their individual Sims into the Library can join the link.

Once in the Library, each player must make his or her Sim interact with the Library's Computer (on the first floor). Choose "Establish a Game Boy Advance Link" and wait until all parties are connected.

When all linked Game Boy Advances appear on the screen, the first person to interact with the Computer must press **A**.



WHEN EVERYONE'S IN, THE FIRST PERSON TO CONNECT MUST PRESS **A**.

Auctions

Next, any player can select an item for auction: the first object selected by any player is the object on the auction block. The player the object belongs to is the auctioneer.

The auctioneer starts the auction by pressing **A**. On the auctioneer's screen, there's a horizontal line representing the asking price of the object; this can be raised or lowered with the D-pad.



THE AUCTION WORKS A BIT DIFFERENTLY THAN AUCTIONS WITH NPC SIMS. HERE, THE AUCTIONEER SETS THE MINIMUM SELLING PRICE BY MOVING THE YELLOW BAR.

as soon as the bid reaches the asking price. In a tie, the winner is selected at random.

Other players raise and lower their bids by pressing up and down on the D-pad. The player with the highest bid at the end of the allotted time wins. If there is only one buyer in the auction, the item is sold



TO TRADE AN ITEM AT NO COST TO YOUR PARTNER, JUST HAVE THE AUCTIONEER LOWER HIS ASKING PRICE TO 0 SIMOLEONS.

At the end of the auction, the auctioneer must press **A** to transfer all funds and objects. Players may continue holding auctions as long as they like. No time passes in the game, and no motives decay while in this mode.

Paradise Island

The first time you establish a Game Boy Advance to Game Boy Advance link, a new area of the SimValley

NINTENDO GAMECUBE/GAME BOY ADVANCE LINK

map is permanently unlocked, Paradise Island. Save your game after the link to preserve this valuable bonus.

To get to Paradise Island, go to the docks and look for a black motorboat. Set sail and you're taken to the sunny shores of Paradise Island. Here, you find several amenities, an additional shop, and a house that's yours to live in rent free and furnish as you like. You continue to live in your home in SimValley, but you can use this house and place objects in it too.

Game Boy Advance to GameCube Links

There are more fun things to do with *The Sims Bustin' Out* if you have both a GameCube and a Game Boy Advance. One of these things can be done even if you don't own a copy of the Game Boy Advance version of the game.

Job Minigames and the Arcade Cabinet

As detailed in your manual and the "Skills and Earning Money" section of this guide, you can also link your GameCube and Game Boy Advance. You can then earn money for your GameCube Sim by playing job minigames on the Game Boy Advance. This is an easy way to make fast money for your GameCube Sim and have fun playing these addictive games.

Sims on the Go

You don't need to have your GameCube turned on to work on your Sim's self-improvement, thanks to the "Sims on the Go" feature of the Game Boy Advance.

Following the instructions in your *The Sims Bustin' Out* for Game Boy Advance manual, connect your GameCube to the Game Boy Advance and send your



ONCE YOU CONNECT GAME BOY ADVANCE TO GAME BOY ADVANCE FOR THE FIRST TIME, A BLACK RAFT APPEARS AT THE LOWER PIER OF THE DOCKS.



AFTER LOADING A GAME ON THE GAMECUBE, SELECT "GCN LINK" FROM THE MAIN MENU.



IF THE CABLE IS CONNECTED, YOU SHOULD SHORTLY SEE THIS ON YOUR GAME BOY ADVANCE.



AT THE SAME MOMENT, YOU SEE THIS ON THE GAMECUBE. YOU MAY NOW PLACE THE "GREAT BIG ADVENTURE JAPANESE ARCADE GAME" ARCADE CABINET (FOUND IN BUY MODE UNDER "ELECTRONICS") ANYWHERE YOU LIKE.



WHEN THE GAME BOY ADVANCE-GAMECUBE LINK CABLE IS ATTACHED AND THE GAME BOY ADVANCE IS POWERED, YOU CAN INTERACT WITH THE ARCADE CABINET. IT'S UNAVAILABLE UNTIL THEN.

NOTES

YOU DON'T NEED TO HAVE THE THE SIMS BUSTIN' OUT CARTRIDGE IN THE GAME BOY ADVANCE TO PLAY SOME OF THE GAMES. THERE IS A SHORT WAIT, HOWEVER, WHILE THESE FOUR GAMES ARE DOWNLOADED TO FROM THE GAMECUBE TO THE GAME BOY ADVANCE.

GameCube Sim to SimValley. This transports your GameCube Sim to the Game Boy Advance.

When your GameCube Sim is sent to the Game Boy Advance, the following Sim attributes are transferred:

- * Gender
- * Name
- * Motives Levels
- * Skills
- * Personality
- * Simoleons

If you have a well-developed GameCube Sim, this is an excellent way to get a leg up in the Game Boy Advance game. If your GameCube Sim needs development, this is an easy way to do it away from your GameCube.



LOAD A SAVED GAME ON THE GAMECUBE, BOOT YOUR GAME BOY ADVANCE, AND SELECT "GCN LINK" FROM THE GAME BOY ADVANCE'S MAIN MENU. ONCE YOUR GAMECUBE SIM HAS A JOB AND A SCOOTER, SELECT THE SCOOTER (OR ANY OTHER MOTOR VEHICLE) AND CHOOSE "TRAVEL TO GAME BOY ADVANCE SIMVALLEY." THIS TRANSFERS THE GAMECUBE SIM TO THE GAME BOY ADVANCE, WHERE IT'S SAVED IN THE GCN SLOT.



WHEN YOU'RE DONE WORKING WITH YOUR SIM ON THE GAME BOY ADVANCE, SAVE IT BACK INTO THE GCN SLOT, OVERWRITING THE INITIAL DOWNLOAD.



WHEN YOU NEXT LOAD THE GAMECUBE SIM, YOU MUST EITHER SELECT "MOVE SIM BACK IN," WHICH TRANSFERS THE DATA FROM THE GAME BOY ADVANCE, OR "FORCE SIM BACK," WHICH RESTORES THE SIM TO THE STATE BEFORE THE VISIT TO SIMVALLEY.

You can play with a downloaded Sim on the Game Boy Advance and earn money, improve skills, and max out motives. Any progress you make in the Game Boy Advance game is saved (see the manual for caveats and details on this), but

you aren't required to play the game itself. You can, if you choose, just use SimValley as an offline training ground. It's up to you.

Once you're done with the Game Boy Advance, you can return your Sim to the GameCube, following the instructions in your manual. When next you load up the GameCube, any changes you made to your Sim's skills, motives, or finances are reflected in the GameCube incarnation.

For those of you who want to play through the entire Game Boy Advance game with a GameCube Sim, go ahead. You can even complete both games with the same Sim, moving back and forth between platforms. Your Sim's progress in SimValley is saved on the Game Boy Advance even after sending the Sim back to the GameCube. You only lose this progress if you choose to download a different Sim to the Game Boy Advance later on. Plan ahead to get the most out of your Sim on both platforms.

